H3 - Use Cases

Software Analysis and Design (SEIS635)
University of Saint Thomas
Oct/5/2018
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[H3-1] Write a **brief** use case for the following process: "Clone an Eclipse project within a remote GitHub repository into your current workspace."

To make Clone an Eclipse there are several steps the developer should follow them. First, the developer should go to GitHub repository then copy the URL in clone. Second, go to Eclipse and write git repositories in quick Access field. Third, git repositories will appear in the left corner in Eclipse, go to clone a git repository and add the clone to this view. Fourth, paste the URL in clone in the URL field. Then, click on "Next", "Next" and "Finish". Finally, the developer will get "git repository(project)" in down Eclipse

[H3-2] Write a **casual** use case, with alternatives for the following operation: "Download this H-3 handout from our Canvas course site." Assume the precondition that the user has already logged onto Canvas and is viewing the home page of our course.

When the student needs to get or download the first homework assignment for Software Analysis from University of St. Thomas (UST) by Canvas. The first step, the student goes to canvas site to enter his/her username and password. After that, the system will show a new window that includes the current classes. Then the student should choose the Software Analysis and Design class. Next, the system will display a lot of icons that are for the Software Analysis and Design class, such as pages, annoyance, tasks ...., the student should click on Assignment icon and select Assignment H-3. The student will have all tasks to do them. Then, the student clicks on the H3 - Use Cases and make the download for H3 - Use Cases. In the finally, the system will begin to download the Assignment.

Alternate Scenario:

If the student does not find the Software Analysis and Design course, the student should tell the Dr, lecturer or call the register administration to fix this problem. Also, when the student cannot arrive to canvas page, the student should contact register administration through send email or call them by phone. Moreover, If the student is not able to enter in canvas page because of incorrect password, the student should contact support department through choose regulation for support and follow them to solve the troubles. If the student enters to canvas page without any problem and find the Software Analysis and Design course, but no Assignment or homework, the student must tell the Dr for this issue.

[**H3-3**] The **fully-dressed** use case **Players Play One Round of Skunk** on the next page provides a main scenario for playing the dice game ***Skunk***.

Use Case: Players Play One Round of Skunk
Scope: Game Skunk
Level: User-goal
Stakeholders: Players
Primary actor: Active player (players rotate this role during round)

Success Guarantee: Win the most chips while playing multiple rounds and to accumulate a score of 100 points.

Main Scenario

1. SuD prompts entry of # of players

2. First player enters # players and SuD saves it

3. Player enters their user name and SuD saves it

4. SuD stores player info, initializing their roll score, turn score, and round score all to 0, and their chip total to 50

- Repeat steps 3 and 4 for each player

5. SuD sets the active player to first player to start game and starts their turn.

6. SuD asks active player if they want to end their turn, with active player entering answer.

7. SuD rolls dice and reports result, then updates active player's turn score by adding roll total to it.

- Repeat 6 & 7 until active player signals no more rolls or Skunk rolled

8. SuD scores turn for active player, updating and reporting their round score, then advances active player to right (ccw)

- Repeat 6, 7, & 8 until some player scores >= 100

9. SuD manages final set of turns for round, with each non-100 player getting one more turn to increase their score (repeat step 5 for except for 100-scoring player).

10. SuD does final round score update, reporting final round scores for each player and announcing winner(s) of the round.

Extensions

2A. Player enter wrong number of players
2A.1 SuD print message (wrong number of players)
2A.2 SuD back to step one scenario

3A. Player register name that is already used before with another users
3A.1 SuD print massage "player is existing".
3A.2 SuD continuing with step 3.

4A. Wrong initializing game

4A.1 Sud print massage "wrong initializing "

5A. Actual player is not the active player in turn

5A.1 SuD print " wrong turn"

5A.2 SuD ask player to player to enter actual player.

6A. Active player declines to continue to roll

6A.1 SuD keeps continuing through Step 8 in Main Scenario

6B. Player needs to keep continuing the roll

7A. Active player signals no more rolls or Skunk rolled

7A.1 SuD will adds another roll for active player turn score.

7B. Active player do the one roll Skunk

7B.1 SuD will cancel turn score

7B.2 SuD add one chip from active player to kitty

7C. Active Player rolls once Skunk and once deuce

7C.1 SuD will turn score

7C.2 SuD add 2 chips from active player to kitty

7D. Active Player rolls twice Skunks

7D.1 SuD will turn score

7D.2 SuD add 4 chips from active player to kitty

8A. Active player gets score >= 100

8A.1 SuD keeps continuing through Step 9 in Main Scenario.