**Use case UC1: Sending Message**

**Brief use case:**

In this use case the user can send message to an individual or in group that he/she joined. For this both the user must be registered with the app already and both have internet connection. The sender message may be text message, picture or video.

**Fully addressed use case:**

|  |  |
| --- | --- |
| Use case name | Sending message |
| Scope | Contextual chatting app |
| Level | User goal |
| Primary actor | User |
| Stakeholder and interest | * Users: Users will have a new user to discuss queries and problems regarding any respective matter. |
| Precondition | * The user must be already registered user to send message. * The user must have stable internet connection to send message. |
| Success guarantee (post condition) | Message must be delivered and shown to another user if he/she has stable internet connection. |
| Main success scenario | 1. User arrives at the app and registered himself. 2. After logging in user join group or create group to message another registered user. 3. The message sends successfully to another user if he has valid internet connection. |
| Exception | * User must have account to send message to another user. * User cannot be able to send message if he has some connection issues. |
| Special requirement | User must joined group to send message in group. Also valid connection to send message successfully. |
| Technology and data variation list | internet connection. |
| Frequency of occurrence | infinity |
| Miscellaneous |  |

**Use case UC1: Receiving Message**

**Brief use case:**

In this use case the user can receive message from an individual or in group that he/she joined. For this both the user must be registered with the app already and both have valid internet connection. The received message may be text message, picture or video.

**Fully addressed use case:**

|  |  |
| --- | --- |
| Use case name | Receiving message |
| Scope | Contextual chatting app |
| Level | User goal |
| Primary actor | User |
| Stakeholder and interest | * Users: Users will have a new user to discuss queries and problems regarding any respective matter. |
| Precondition | * The user must be already registered user to receive message. * The user must have stable internet connection to receive message |
| Success guarantee (post condition) | Message must be received and shown to another user if he/she has stable internet connection. |
| Main success scenario | 1. User arrives at the app and registered himself. 2. After logging in user join group or create group to receive message from another registered user. 3. The message receives successfully to another user if he has valid internet connection. |
| Exception | * User must have account to receive message from another user. * User cannot be able to receive message if he has some connection issues. |
| Special requirement | User must joined group to receive message in group. Also valid connection to receive message successfully. |
| Technology and data variation list | internet connection. |
| Frequency of occurrence | infinite |
| Miscellaneous |  |