
The Mathinator

The Mathinator
Use-Case Specification: Delete Entries

Version 1.0

Revision History

Date	Version	Description	Author
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Use-Case Specification: Delete Entries

1. Use-Case “Delete Entries”

1.1 Brief Description

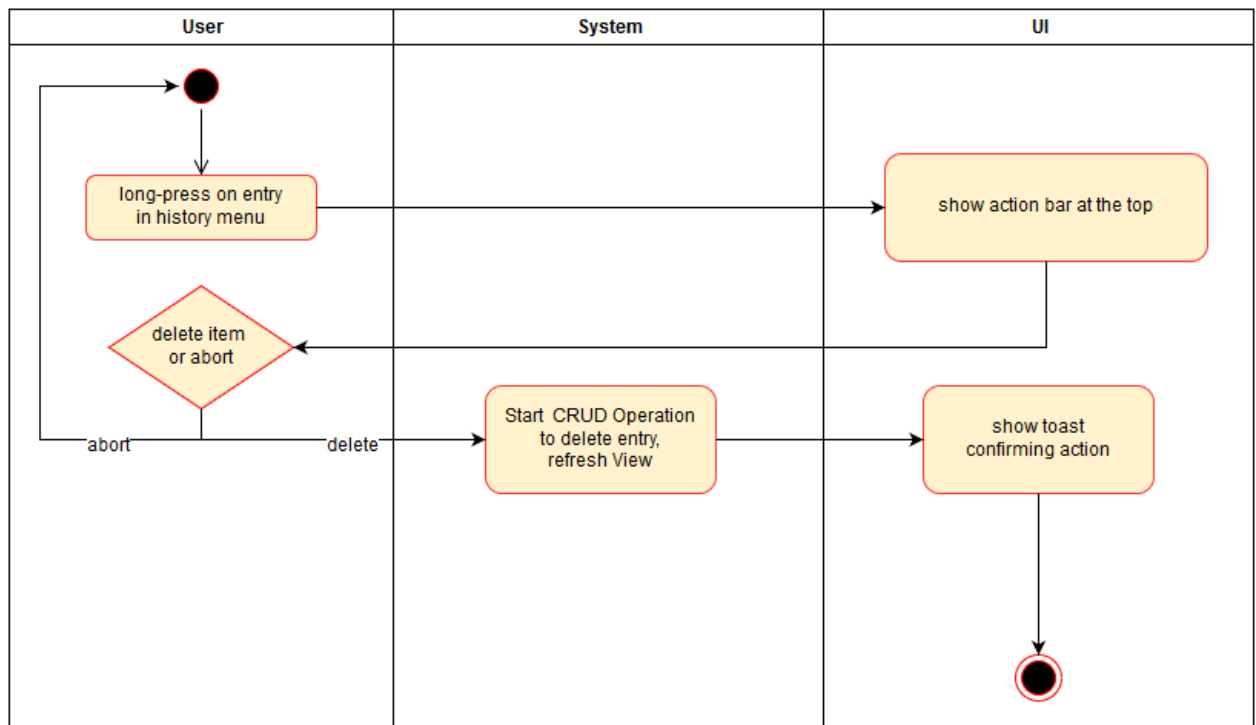
This Use Case defines how the user of the application can delete previously taken pictures / evaluated terms.

From the history Menu the user can delete specific entries by making a long-click on said items.

An Action Menu will appear at the top. By clicking the ‘Delete Icon’ a CRUD operation is started which deletes specified entry from the database. By clicking elsewhere the operation is aborted. The user can repeat as necessary

2. Flow of Events

2.1 Basic Flow



Mockup:



Selecting Entry

Confirmation

3. Preconditions

3.1 Functionality on Android

Since the game is designed as an Android application it is necessary for the UI to be responsive to different screen sizes.

3.2 Accessing the History Menu

To be able to enter the history, the user must be in the main screen of the app.

4. Postconditions

4.1 After Browsing and/or Deleting History

After the user has finished deleting previous entries, they can go back to the main screen by pressing “back”.

5. Extension Points

n/a