

Use Case 1: Add Program Block

Main Success Scenario

1. The user moves the mouse cursor over a block in the Palette, then presses the left mouse key, then moves the mouse cursor to the Program Area, and then releases the left mouse key.
2. The system adds a new block of the same type to the ProgramArea.

Extensions

- 1a. When the user releases the mouse key, one of the block's connectors is near a compatible opposite connector of another block. 1. The system adds a new block of the same type to the ProgramArea; the new block is inserted into an existing group of connected blocks at the matching connection point.
- 1b. When the user releases the mouse key, causing the maximum number of blocks to be reached. The system adds a new block of the same type to the ProgramArea; all the blocks of the palette are removed.

Main Fail Scenario

1. The user releases the mouse key, one of the block's connectors is near an incompatible connector of another block.
2. The block gets added to the program area on top of the other block, not connected to any block.

