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Report

№: 2
AMOO

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1 Theory

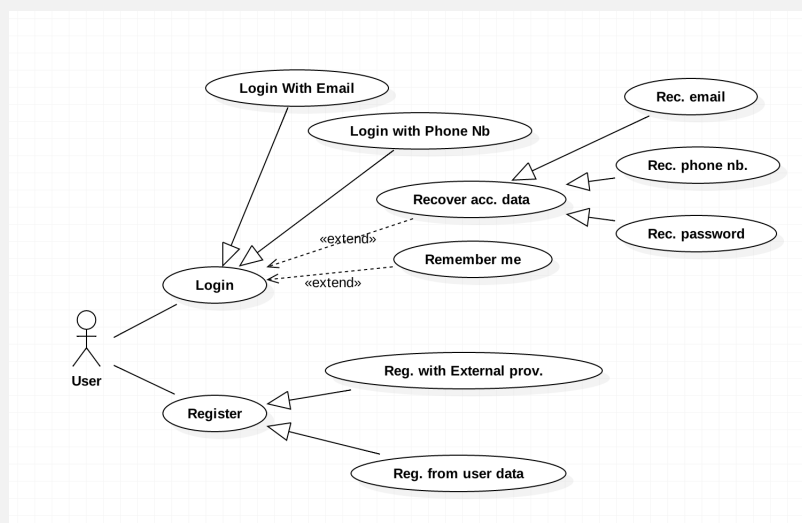
Use case diagrams are usually referred to as behavior diagrams used to describe a set of actions (use cases) that some system or systems (subject) should or can perform in collaboration with one or more external users of the system (actors). Each use case should provide some observable and valuable result to the actors or other stakeholders of the system.

Modeling language: can be graphical or textual:

- Graphical modeling languages use a diagram technique with named symbols that represent concepts and lines that connect the symbols and represent relationships and various other graphical notation to represent constraints;
- Textual modeling languages may use standardized keywords accompanied by parameters or natural language terms and phrases to make computer-interpretable expressions;

2 Tasks

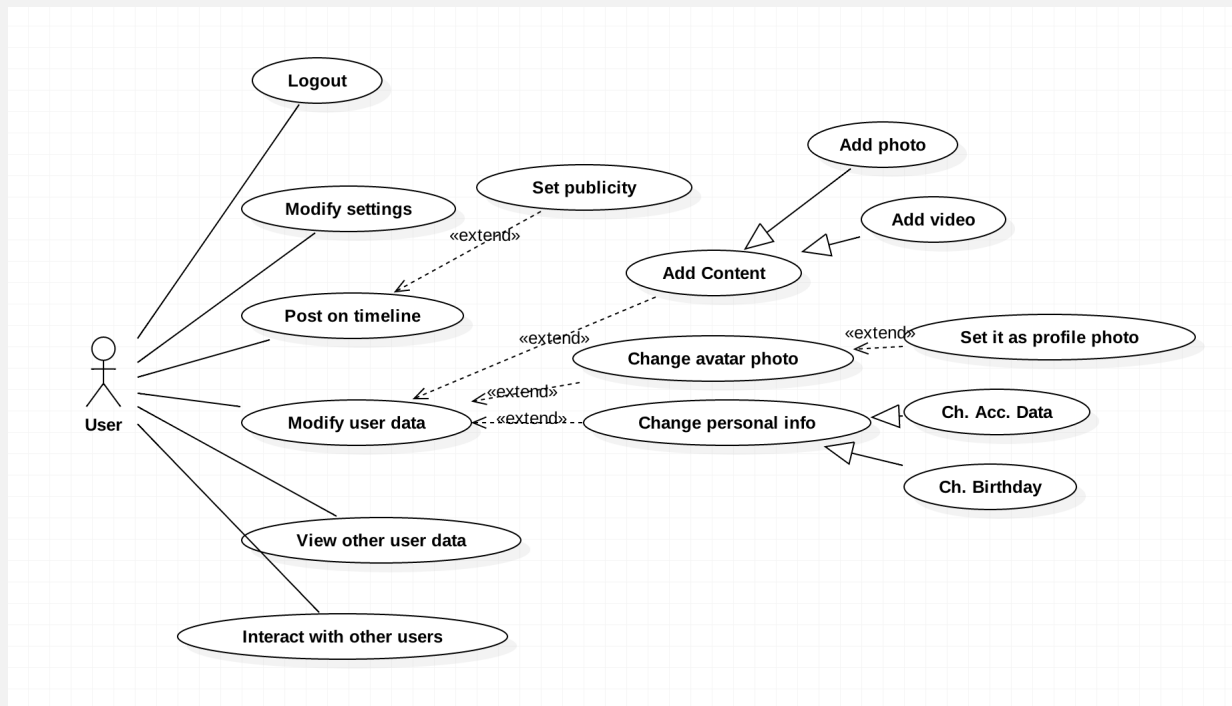
2.1 Use case diagram



Img 1: Diagram: Enter FB

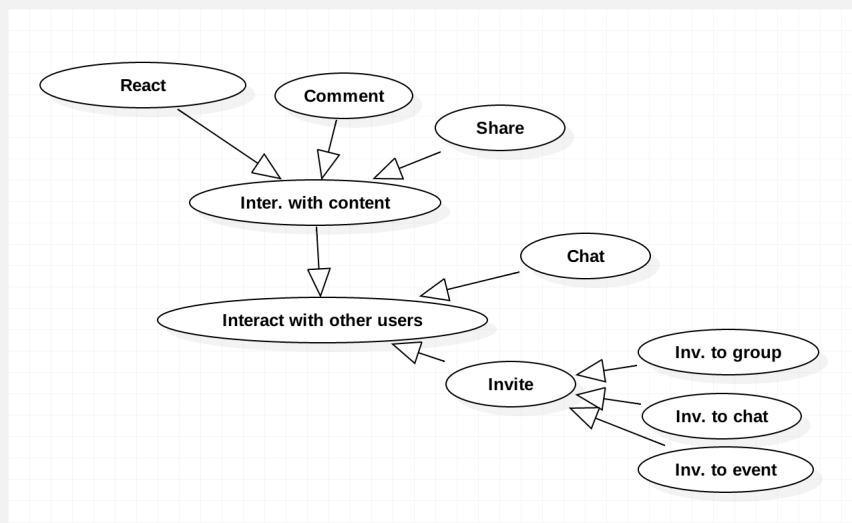
This is the *Use Case Diagram* for a user, when he wants to enter FB. The most basic features are *Login* and *Register*. The login can be done through Email or Phone number. If the user forgets his password/email/phone number, he is able to recover it. Registration may

be done either through an external provider, like Google account or like the usual.



Img 2: Diagram: general use

In this diagram is represented the most basic features a user can access. The first, most natural option, is to log out. He is also able to edit FB settings, like notifications. Moving on to *Modify user data*, this option offers to add photos or videos, change the avatar photo, change birthday and other such data. As many other social platforms, the user is able to post on the timeline, with configurable publicity. As well as **Interact with other users**.



Img 3: Diagram: Interact with other users

A logged user, can chat. He is able to interact with some Facebook Content, like reacting to a post, comment or share. He is also able

to invite users to groups, events or chat groups.

2.2 Basic flow

Uploading a new photo

1. log in;
2. go to user profile;
3. press *photos*;
4. press *Add photos/video*;
5. choose file;
6. set as public;
7. add comment;
8. add tags;
9. upload photo;

Inviting a user to a chat grup

1. log in;
2. create a chat grup;
3. search for the desired user;
4. go to his profile;
5. press the invite button on his profile;
6. choose the *Invite to a chat* option;

Post on facebook

1. log in;
2. choose the *Create post* option;
3. write post content;
4. add a local image;
5. tag some friends;
6. write how you feel;
7. set publicity as *friends-only*;
8. post;

2.3 Alternate flow

Log in with the wrong credentials

1. user goes to log in page;
2. enters wrong credentials;
3. the platform displays an error;
4. the user tries again;
5. another error is displayed;

6. a robot detection test is required this time;
7. user chooses to recover the password through email;

Post rejected by group admin

1. log in;
2. enter the desired group;
3. submit a post;
4. wait for approval;
5. post gets rejected for being irrelevant to the group;

Registering with an existing email

1. go to register page;
2. enter credentials;
3. submit the request;
4. get an error that the email is already taken by another user;

3 Conclusion

In this laboratory work I learned how useful the **use case** diagrams are. It helped me to better understand how Facebook works. Using such diagrams, I can create my own social app, with a better planification. I can clearly see now from where I would start the application. The general conclusion is that the use case diagrams are useful for managing and developing a project, especially when working in a team, since it may be quite hard to understand what the goal is.