CS 3354.006

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Homework 6

The Login use case.

When the user logs in the first time, the system shall direct the user to a page to define authentication questions to be used when the user wants to reset the password in the future. Assume that each user needs to define five questions and provide the answers to these questions.

**Expended Use Case**

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| Actor: User | System: LGN |
|  | 1. System displays the Welcome/Sign-In Page. |
| 1. User types in their Sign-In credentials and clicks the Login button. | 1. System displays the Define Authentication Questions Page (first-time login) |
| 1. **User fills the authentication questions and answers form and clicks the Submit button.** | 1. System displays the Reset Password Page |
| 1. User inputs a new password and confirm password and clicks the Set button. | 1. System displays a confirmation message that the password is reset successfully. |

1. **Major system displays.**

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| --- | --- | --- | --- | --- |
| Expended Use Case Step | System Display | Information Displayed | User Input | User Actions |
| 0. | - Username input field  - Password input field  - “Login” button  - "Forgot Password" link | Instructions for logging in | - Username  - Password | - Enter username and password  - Click "Login" button  - Optionally click "Forgot Password" if needed |
| 2. | - Drop-down lists for selecting five security questions  - Input fields for answering each question  - Submit button | Instructions on selecting five questions and answering them. | - Selected questions from drop-down menus  - Typed answers in input fields | - Select security questions  - Type answers  - Click "Submit" button |
| 4. | - Input fields for new password and confirm password  - Set button | Instructions for entering a new password. | - New password  - Confirm password | - Enter new password and confirm password  - Click "Reset Password" button |
| 6. | - Confirmation message | Password has changed successfully. |  | - Click “Back to LGN” button |

1. **Produce a draft design of windows/dialog boxes.**
2. **Specify interaction behavior.**

**A diagram of a chat

Description automatically generated**