Cryptocurrency Market Simulator

Use-Case Model

Version <1.0>

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| <21/03/18> | <1.0> | Initial definition of the use-case model | Barabas Hunor |
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Use-Case Model

# Use-Cases Identification

**Use case: Buy BTC**

Level: user-goal level

Primary actor: End User

Main success scenario:

1. User Selects an amount to buy
2. He/She has sufficient amount of USD
3. He initiates the buy order
4. Balance update according to current price of BTC and amount specified

Extensions: Failure in case of insufficient number of USD

**Use case: Sell BTC**

Level: user-goal level

Primary actor: End User

Main success scenario:

1. User Selects an amount to sell
2. He/She has sufficient amount of BTC
3. He initiates the sell order
4. Balance update according to current price of BTC and amount specified

Extensions: Failure in case of insufficient number of BTC

**Use case: Visualize Wallet History**

Level: user-goal level

Primary actor: End User

Main success scenario:

1. User Selects the option Wallet History
2. Specifies time period
3. Gathering data from the database for the previous x days
4. Visualization of the graph with the wallet history (USD value of wallet on each day)

Extensions: Failure in case there is no data in the given time period

# UML Use-Case Diagrams

