

Use Case - Rename Actor

Summary: *Change the name of an actor*

Priority: *Low*

Extends:

Includes:

Normal Flow

Prerequisite: *Actor is selected*

User Action	System Action
Click on the actors name	
	The name of the actor becomes editable
User enters the new name	
The user clicks enter	
	The actors name is now changed

Alternate Flow

User Action	System Action
Clicks on the actors name	
	Name becomes editable
Enters only whitespace	
	Doesn't change the name, keeps default name