**Time spent : 6:00 minutes**

| Use case name | **BasicMovement** |
|---|---|
| Actors | Initiator: User<br>Reactor: Control unit |
| Description | The user would like to moves a part of the furniture in a desired direction, for example upwards. |
| Preconditions | 1. The Bluetooth module is turned on.<br>2. The application is open.<br>3. Successful connection to the control unit. |
| Flow of events | 1. The user presses buttons to get furniture into position<br>2. The control unit responds by moving the furniture part in the correct direction |
| Extensions | 1. The Bluetooth module is off<br>   1.1. The system notifies the user to turn on the bluetooth<br>2. Connecting to the control unit fails<br>   2.1. The system notifies the user "Connection not successful" |
| Post condition | 1. The movement of the furniture part is complet and the furniture part is located in the position |
| Quality requirements | 1. The associated actuator is moved in the desired direction |

| Use case name | **Create Preset** |
|---|---|
| Actors | Initiator: User<br>Reactor: Control unit |
| Description | The user would like to create a new preset entry. Preset is a set of positions for parts of the furniture. With selecting a preset, all those parts are moved to the defined positions in preset. |
| Preconditions | 1. The Bluetooth is turned on<br>2. The application is open<br>3. The connection to the control unit is established |
| Flow of events | 1. The user navigates to the preset section<br>2. The user selects "Add Preset"<br>3. The system displays view of the "Add Preset"<br>2. The user enters the configurations and selects the preset to be replaced and presses the "Save"<br>4. The system displays the preset |
| Extensions | 1. The connection to the control unit is lost<br>    1.1. The system tries to reconnect<br>    1.2. The system notifies the user „Connection lost" |
| Post condition | 1. System will have a new preset |
| Quality requirements | 1. The new preset is added to the set of presets. |

**Time spent : 7:20 minutes**

| Use case name | **Reminder** |
|---|---|
| Actors | Initiator: User<br>Reactor: DewertOkin Remote Mobile Application |
| Description | The user wants to be reminded/notified for a certain event by the app. |
| Preconditions | 1. The application is open |
| Flow of events | 1. The user selects a reminder<br>2. The system notifies the user on an event |
| Extensions | 1a. There is no available reminder<br>    1a1. The user selects "Add Reminder"<br>    1a2. The user sets a time or event to happen, a name and a description<br>    1a3. The system displays the reminder |
| Alternative Flow | 1. The system notifies the user about the event |
| Quality requirements | 1. The user gets a notification if the condition is fulfilled |
| Postcondition | 1. The user has a notification |

**Time spent : 4:00 minutes**

| Use case name | **NearestVendor** |
|---|---|
| Actors | Initiator: User<br>Reactor: DewertOkin VendorService |
| Description | The user wants to know where the nearest vendor for his furniture is. |
| Precondition | 1. The Internet connection is established<br>2. The application is open |
| Flow of events | 1. The user navigates to the page for nearest vendors<br>2. DewertOkin VendorService displays the data of the nearest vendor to the user |
| Extensions | 1. There is no Internet connection<br>   1a1. The system notifies the user about the missing connection<br>2. There are no vendors found<br>   2a1. The system notifies the user that no vendor could be found |
| Alternative Flow | |
| Quality requirements | 1. The data is displayed within a reasonable amount of time (5s e.g.) |
| Postcondition | 1. The data of the nearest vendor is displayed to the user |

**Time spent : 8:30**

| Use case name | **Timer** |
|---|---|
| Actors | Initiator: User<br>Reactor: Control unit |
| Description | The user wants to move his furniture at a specific time/date into a preset-position |
| Preconditions | 1. Bluetooth is turned on<br>2. The app is open<br>3. Successful connection to control unit |
| Flow of events | 1. User selects a timer<br>2. The system notifies the user, triggers the preset and moves the furniture into the position of the preset (via CU) |
| Extensions | 1a. There is no available timer<br>    1a.1. User selects „Add Timer"<br>    1a.2. User inserts a name, preset and a date for the timer<br>    1a.3. The system displays the timer<br>2a. The connection to the control unit is lost<br>    2a.1. The system tries to reconnect<br>    2b.1 The system notifies the user „Connection lost" |
| Alternative flow | 1. The system notifies the user<br>2. The system triggers the preset and moves the furniture into the position of the preset(via CU) |
| Quality requirements | 1. The error handlings are well executed, the user receives feedback |
| Postcondition | 1. The furniture is in the position of the preset |

**Time spent : 5:40**

| Use case name | **Devices manager** |
|---|---|
| Actors | Initiator: User<br>Reactor: Control unit |
| Description | The user wants to change the device and connect to another furniture |
| Preconditions | 1. The Bluetooth module is turned on<br>2. The application is open<br>3. A successful connection to control unit |
| Flow of events | 1. The user selects a device<br>2. The system displays information about the device.<br>3. User presses the "Connect" button<br>4. The system notifies the user for the established connection |
| Extensions | 1a. There are no further devices<br>    1a.1. User selects „Add Furniture"<br>    1a.2. The system displays the pairing process<br>    1a.3. The user selects his device<br>    1a.4. The system connects to the device<br>3a. Establishing a connection is not possible<br>    3b.1  The system notifies the user "connecting to furniture is not possible" |
| Alternative flow | |
| Postcondition | 1. The system is connected to the selected device |
| Quality requirements | 1. The error handlings are executed and user receives feedback |