**Use Case Document**

**Project Tracker**

**Jeremy J. Alkire**

**Brigham Young University - Idaho**

**CIT360: Object-Oriented Software Development II**

**Brother Lawrence**

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# Introduction

This Use Case has been created to outline the standard workflow of ideal usage of the Project Tracker application. Ideally, the user starts the Android application (presumably the server, servlet, and MySQL database on the backend is already started), and from here they’re taken to the main view of the application. They’ll be met with two buttons: Add Project, or View Projects. The user should never select View Projects first, as upon their first run of the application there will be no data to display. Ideally, they’ll select Add Project, and type in specifications for the following project details:

* Project Name
* Client Name
* Character Name
* Art Style
* Specifications
* Person Count
* Price
* Status

From here, they are to hit “Submit Project” which will send their request to the server. The server should create a new project object meeting their specifications, insert it into the database, and then send back a list of the entire contents of the Projects database table to the client (Android) and by extension the user. The user should see these results displayed as soon as they navigate back to the main view and hit “View Projects.” These results should include their most recent entry.

# Use Case

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| **Name of Use Case:** | Add and view projects. | | | |
| **Created By:** | Jeremy Alkire | | **Last Updated By:** | Jeremy Alkire |
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|  | |  | | |
| **Description:** | |  | | |
| **Actors:** | | Only the user. | | |
| **Preconditions:** | | 1. The user must have an Android emulator. 2. The server and database must be running on the same device as the emulator. 3. The user must add a project before attempting to view projects. | | |
| **Postconditions:** | | 1. The user has entered valid data into the fields provided by the “Add Project” view. 2. The user has hit “Submit Project”. 3. The user has navigated back to the main view and selected “View Projects.” | | |
| **Flow:** | | 1. The user starts the Android application on their emulator. 2. Upon the application launching, they select “Add Project”. 3. Upon being met with the “Add Project” view, the user enters in project specifications. 4. The user presses the “Submit Project” button. 5. The user navigates back to the main view. 6. The user selects “View Projects” and is met with the database contents, displaying all their saved projects. | | |
| **Alternative Flows:** | | If the user attempts to navigate to the “View Projects” page before adding any projects:   1. The application throws an exception. 2. When the exception is caught, the application displays an error message to the user stating that they have not yet added any projects to the database and need to do so. | | |
| **Exceptions:** | | 1. None. | | |
| **Requirements:** | | The following requirements must be met before execution of the use case   1. The application must run on an emulator. 2. The servlet must be running on the same device as the emulator. | | |