Use Case:	Watch a replay of a cricket world cup match. (U001)
Actors:	User.
Purpose:	User wants to watch a replay of a cricket world cup match.
Overview:	The User selects the match they want to watch a replay of from a list of all the matches. The system then displays the relevant ball information for the match and updates it with new ball data every 30 or 5 seconds, depending on the chosen server.
Type:	Primary
Cross References:	None

TYPICAL COURSE OF EVENTS

ACTOR ACTION	SYSTEM RESPONSE
1. This use case begins when a User has launched the application and wants to watch a replay of a Cricket World Cup 2011 match.	
2. The user selects a server.	3. The System displays a listing of the matches that are available for viewing based on the user's server selection.
3. The User selects the match that they want to watch and the monitor.	
	4. The system displays the score and match information as well as data on the current ball or displays the run-rate graph.
	5. The system updates the ball data it is displaying every 30 seconds.
	6. The match finishes and the system stops displaying match information.

ALTERNATE COURSE OF EVENTS

B5. The User indicates that they want to stop watching the replay and the System stops displaying the ball data or run-rate graph.

Use Case:	Stop watching a replay of a cricket world cup match. (U002)
Actors:	User.
Purpose:	User wants to stop watching a replay of a cricket world cup match.
Overview:	The User is watching a replay of a cricket world cup match and indicates that they want to stop watching it and the replay finishes.
Type:	Primary
Cross References:	None

TYPICAL COURSE OF EVENTS

ACTOR ACTION	SYSTEM RESPONSE
1. This use case begins when a User is watching a replay of a match.	
3. The User indicates that they would like to stop watching the replay.	2. The System is displaying ball data to the user or the run-rate graph of a match.
	4. The system stops monitoring the match and removes the ball data from the view.

ALTERNATE COURSE OF EVENTS

N/A.