**Use Case:** Rate a Sale

**Scope:** Shop with Friends Android moblie app

**Primary Actor:** User

**Stakeholders and Interests:**

User: Wants to rate his/her experience of a posted sale in the system.

Friends of User: Wants to know the feedback from other users of a posted sale before they purchase the sale.

**Precondition:** User and friends of user are identified and authenticated. Friends of user are registered as friends of user in the system. Certain sale is posted and user and friends of user can view it from the system.

**Postcondition:** User rates a certain posted sale and his/her friends can view the rating as a feedback of the sale.

**Main Success Scenario:**

1. User views a certain posted sale from the system and purchases the sale.
2. User opens the system again and rate the posted sale he just purchases.
3. System receive the rating of the sale from user.
4. System update the rating of the sale and other users can see the rating of user.
5. Friends of user open the system and receive the updated sale information from system.
6. Friends of user see the rating from user as a feedback of the sale.
7. Friends of user have more information to decide whether to purchase the sale or not.

**Extension:**

2-3a. User sends out the rating through the app but the system cannot receive the rating.

1. System checks the internet connection with user.

2a. System find out the bad internet connection with user.

1. System pops up a error notification to user to tell he/she has a bad internet connection to the system.

2. User setpus the connection again and send the rating.

3. System receives the rating and continues to update the information of sale.

5a. Friends of user try to receive the updated sale information from system but fail.

1. System checks the internet connection with friends of user.

2a. System find out the bad internet connection with friends of user.

1. System pops up a error notification to friends of user to tell them have a bad internet connection to the system.

2. Friends of user setup the connection again and receive the update.

3. Friends of user continue to see the rating of sale.

3-7a. User wants to change the rating of sale.

1. User sends a change of rating to the system.

2. System receives the changing information of rating and updates the sale.

3. Friends of user can receive the updated information of sale by opening the system.

4. Friends of user see the updated rating of sale.

5. Friends of user have updated information to make the decision about the sale