ToGather   
Use-Case: Handle Friendship Request

# Brief Description

The use case describes how the user handles other users’ friendship requests.

# Primary Actors

# User (Professionals or University Student)

# Preconditions

Users must have stable internet connection for the device they are using the application.

Users must be Logged-in to the ToGather App.

# Basic Flow of Events (Main Success Scenario)

1. User wants to handle other users’ friendship requests.
2. System displays existing activities.
3. User accepts the desired user’s friendship request.
4. System indicates accepting request.
5. The use case ends successfully.

# Alternative Flows (Extensions)

\*a. At any time, user wants to give up operation,

1. User cancels the operation

2. System displays current schedule.

## Reject The Request (2a)

If in step 2 of the basic flow, the User wants to reject other users’ friendship requests, then:

1. User rejects the desired user’s friendship request.
2. System indicates rejecting request.
3. The use case resumes at step 5.

# Post-conditions (Success Guarantee)

## Successful Request Handling

## User will see an indication that Friendship requests are handled.

# Special Requirements

None

**Revision Table**

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| --- | --- | --- |
| **Revision** | **Description** | **Date** |
| 1.0 | First revision | 12/12/2023 |
| 1.1 | Changes applied according to ToGather document. | 22/12/2023 |