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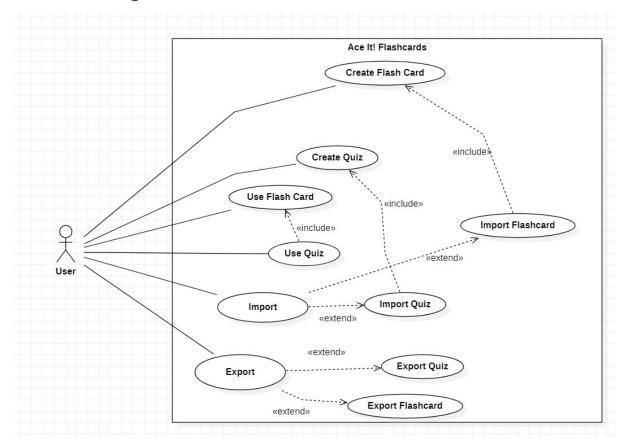
Group 2 Deliverable 2

Use Case Diagram

Use case models

Use case: Create flashcard
Actors: Users
Goals: To create a flashcard with a question and an answer.
Summary: The user enters a question and an answer. Optionally, they can enter a hint or tags to allow for better management.
Related use case: Import flashcards
Steps:

Actions	Responses
1. Select the option to create a flashcard.	2. Request a question and an answer.
3. Enter a question and an answer.	4. Request a hint, tags, wrong answers, and other optional information.
5. Enter any optional information.	6a. Show success dialog.
	6b. Return to the menu.

Postconditions: A new flashcard was created.

Use case: Use Flashcard
Actors: Users
Goals: To test one's knowledge of the flashcard topic.
Preconditions: The system has a store of flashcards to pull from
Summary: When the user wishes to test themselves with the cards, they choose a card and are shown cards one at a time so the user can review the topic and guess the answer.
Related use case: Use Quiz
Steps:

Actions	Responses
1. Select a flashcard	2. The system displays a flashcard.
3a. View card answer	4a. Flip card to show answer
3b. View card hint	4b. Show card hint
3c. Move onto next card	4c. Display next card

Use case: Use Quiz
Actors: Users
Goals: To test one's knowledge of the quiz topic.
Preconditions: The system has a store of flashcards to pull from in the form of a quiz.
Summary: When the user wishes to use the quiz, they choose a quiz and are shown its cards one at a time so the user can review the topic and guess the answer.
Related use case: Use Flashcard
Steps:

Actions	Responses
1. Select a quiz	
3. Use Flashcard.	2. Display a flashcard from the quiz
	4a. If there are no more flashcards in the quiz, end the quiz and show overall results
	4b. Display the next flashcard if there are any more flashcards in the quiz

Scenario: Create Flashcard
Steps:

Actions	Responses
1. Selects the option to create a flashcard.	2. Prompts for a question and answer.
3a. Enters "Solve for x: 3x-4=0" as the question.	4. Prompts for optional information
3b. Enters "4/3" as the answer.	
5a. Enters "3/4" as a wrong answer.	6a. Receives confirmation message.
	6b. Returns to the main menu.
5b. Enters "Add 4" as a hint.	
5c. Enters "math" as a tag.	
5d. Select the option to finish.	

Requirement Statement:

Flash cards are a proven means for studying and memorization. The goal of Ace It! Flashcards is to make flashcards more accessible and shareable while reducing environmental impact. Using this software users will be able to create flashcards with custom questions and may provide answers and hints. Each flashcard will be viewable for a user to test their knowledge. Quizzes may be created from selected flashcards. Users will be able to view a specified number of randomly selected flashcards from a quiz to test their knowledge. Quizzes and flashcards may be exported from one user's software and imported into another user's software.

Participation Journal:

Alex: Use case Diagram, Requirement Statement,
Dakota: Javadoc, Class Diagram, Use Case Descriptions
Navdeep: Javadoc, Use Case Descriptions
Grant: Javadoc, Class Diagram, Use Case Descriptions