TurtlUse Case Specification

Submitted to:

Asst. Prof. Ma. Rowena C. Solamo
Faculty Member
Department of Computer Science
College of Engineering
University of the Philippines, Diliman

Submitted by: Nikki Balugay Ram Mangaoang Brian Sy

In partial fulfillment of academic requirements for the course

CS 191 Software Engineering I of the

1st Semester, AY <2017-2018>

System: Turtl Page 1
Version: 1.0 Group: 2

Unique Reference:

The documents are stored in the https://github.com/brianpesy/turtlios.

https://github.com/brianpesy/turtlios/tree/master/02%20-%20Requirements%20Engineering

Document Purpose:

This document is for further explaining different functionalities within the program to a more specific and clear extent while also maintaining readability as well.

Target Audience:

Businesses, clients, and those people who are interested in the whole project and how exactly we are going to go about designing the whole project are within the scope of our target audience.

Revision Control

History Revision:

Revision Date	Person Responsible	Version Number	Modification
10/07/2017	Brian Nicholas Sy	1.0	Initial document, document purpose, target audience, use case name, description, preconditions, and diagram

Page 2 System: Turtl Version: 1.0 Group: 2 Use-Case Name: 7.0 Note will be saved on the server - 7.0 Save Note

Description: For this use case, it will detail the process of saving notes. Here, we work with being

able to save notes that were created by the user and then put them into the server for

accessibility.

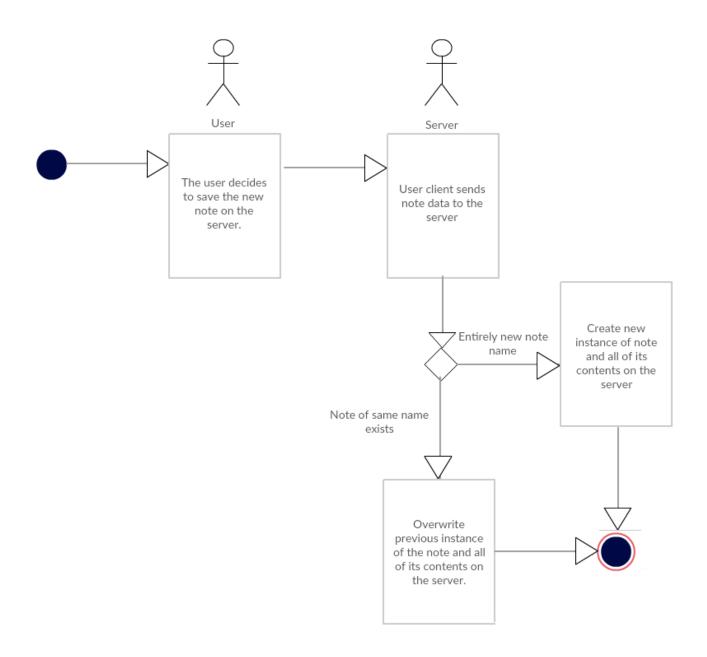
Preconditions: The user would need to have at least added a note or a pre-existing note to overwrite.

Flow of Events:

Scenario Name	Description	
Scenario 1 (Basic Flow)	The user decides to save the new note into the server.	
The user saves an entirely new note.	2. The user's client will send the note data over to the server, and it will save the note.	
	3. Depending on whether or not there is a note of the same name (in this case, it is entirely new), it will create a new instance of the note and all of its contents on the server.	
Scenario 2	The user decides to save the new note into the server.	
The user saves an edited version of an existing note.	2. The user's client will send the note data over to the server, and it will save the note.	
	3. Depending on whether or not there is a note of the same name (in this case, there already exists one), it will overwrite the previous instance of the note and all of its contents on the server.	

System: Turtl Page 3
Version: 1.0 Group: 2

Activity Diagram of the Flow of Events:



System: Turtl
Version: 1.0
Page 4
Group: 2

Postcondition: The server will now hold the note, and it is saved.

Relationships: NONE

Special Requirements: NONE

Page **5** Group: 2 System: Turtl Version: 1.0