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30432

Pet Adoption
Use-Case Model

Version <1.0>

Pet Adoption	Version: 1.0
Use-Case Model	Date: 08/MARCH/2019
Project_UseCaseModel.pdf	

Revision History

Date	Version	Description	Author
08/MARCH/2019	1.0	Initial Specification	Egri Julia

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Use-Case Model

1. Use-Cases Identification

Use case: See Ranking

Level: user goal

Primary actor: animal lovers

Main success scenario:

1. The user opens the application
2. The system prompts the user to log in/ register
3. The user writes his credentials
4. The user clicks login
5. The system validates the credentials
6. The system redirects the user to the home page
7. The user clicks on "See animals"
8. The system opens the page which lists all the animals from the shelter
9. The user selects an animal
10. The user clicks see animal data
11. The system collects all available data of the animal
12. The system displays the characteristics and attributes of the animal
13. The system colors the background of the requests of the current user with green.

Extensions:

- 11'. The systems does not have enough memory to process all the requests.
- 12'. The system discards the data.
- 13'. The system displays an error message.
- 14'. The system returns to the home screen.

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2. UML Use-Case Diagrams

