Gym Instructor App Use-Case Model

Version 1.0

Revision History

Date	Version	Description	Author
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Use-Case Model

1. Use-Cases Identification

Use case: See Workout Program

Level: user goal

Primary actor: citizen

Main success scenario:

- 1. The user opens the application
- 2. The system prompts the user to log in
- 3. The user writes his credentials
- 4. The user clicks login
- 5. The system validates the credentials
- 6. The system redirects the user the home page
- 7. The user clicks on "See Workout Program" button
- 8. The system opens the workout program page
- 9. The system displays the workout program provided by the trainer

Extensions:

- 5'. The system finds the credentials invalid.
- 6'. The system returns to the login screen.

2. UML Use-Case Diagrams

