

## Use Case 4 – Move Shapes and Text

<b>Use Case Number</b>	04
<b>Application</b>	2D Graphic Modelers Inc.
<b>Use Case Name</b>	Move Shapes and Text
<b>Use Case Description</b>	An admin can move shapes and text. This modifies the window as well.
<b>Primary Actor</b>	Admin User
<b>Precondition</b>	<ul style="list-style-type: none"><li>• Shapes have already been created</li><li>• Shapes have been rendered</li><li>• Must be admin user</li></ul>
<b>Trigger</b>	The admin chooses the option to modify shapes
<b>Basic Flow</b>	<ol style="list-style-type: none"><li>1. Admin selects a shape or text to move</li><li>2. Admin decides if shape or text should be moved</li><li>3. Window is refreshed with new changes</li></ol>
<b>Alternate Flows</b>	<ul style="list-style-type: none"><li>• If user decides to not move shape or text, the window is not updated</li><li>• Shape or text remains the same</li></ul>