

## Use Case 1 – Define and Draw Shape

<b>Use Case Number</b>	01
<b>Application</b>	2D Graphic Modelers Inc.
<b>Use Case Name</b>	Define and Draw Shape
<b>Use Case Description</b>	A user can define a shape to draw and have the program draw it
<b>Primary Actor</b>	User
<b>Precondition</b>	<ul style="list-style-type: none"><li>• Must be a user</li><li>• If drawing from file, Shape must be defined</li></ul>
<b>Trigger</b>	The user chooses the option to draw shapes
<b>Basic Flow</b>	<ol style="list-style-type: none"><li>1. User creates text document with shape properties</li><li>2. User chooses to draw shapes from document</li><li>3. Text parser reads document and creates appropriate shapes</li><li>4. Shapes are rendered in window</li></ol>
<b>Alternate Flows</b>	<ul style="list-style-type: none"><li>• If no shapes are defined, no shapes are rendered</li><li>• If shape drawn is invalid, no shape is rendered</li></ul>