Use Case Document

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1 Introduction

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In the Dialog box:
- In the field: *Template Name* - type in a name.
- From the *Copy Template* drop-down - select:{use case template}.

Below are some simple introductory remarks on the purpose of the document.

1.1 Purpose of Document

The Purpose of this Document is to define the Use Case for ...

This is to be a standard paragraph to layout that the Business Logic and the elements within the package which are laying out the Use Cases for the package under development. This text is definable as a template by the user and stored locally. The system variables are filled in by EA via the RTF Document Generator.

1.2 Glossary

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Group	Term	Definition
Business	Accounting Periods	A defined period of time whereby performance reports may be extracted. (normally 4 week periods).
Technical	Association	A relationship between two or more entities. Implies a connection of some type - for example one entity uses the services of another, or one entity is connected to another over a network link.
Technical	Class	A logical entity encapsulating data and behavior. A class is a template for an object - the class is the design, the object the runtime instance.
Technical	Component Model	The component model provides a detailed view of the various hardware and software components that make up the proposed system. It shows both where these components reside and how they inter-relate with other components. Component requirements detail what responsibilities a

		component has to supply functionality or behavior within the system.
Business	Customer	A person or a company that requests An entity to transport goods on their behalf.
Technical	Deployment Architecture	A view of the proposed hardware that will make up the new system, together with the physical components that will execute on that hardware. Includes specifications for machine, operating system, network links, backup units &etc.
Technical	Deployment Model	A model of the system as it will be physically deployed
Technical	Extends Relationship	A relationship between two use cases in which one use case 'extends' the behavior of another. Typically this represents optional behavior in a use case scenario - for example a user may optionally request a list or report at some point in a performing a business use case.
Technical	Includes Relationship	A relationship between two use cases in which one use case 'includes' the behavior. This is indicated where there a specific business use cases which are used from many other places - for example updating a train record may be part of many larger business processes.
Technical	Use Case	A Use Case represents a discrete unit of interaction between a user (human or machine) and the system. A Use Case is a single unit of meaningful work; for example creating a train, modifying a train and creating orders are all Use Cases. Each Use Case has a description which describes the functionality that will be built in the proposed system. A Use Case may 'include' another Use Case's functionality or 'extend' another Use Case with its own behavior. Use Cases are typically related to 'actors'. An actor is a human or machine entity that interacts with the system to perform meaningful work.

2 Application Overview

Some text on the application Overview…

2.1 Define the Scope

Definition of the Scope of the application …

2.2 Context

This is to give a brief definition of the context in which of the application will be implemented. Specifying the relationship this system will have to existing systems within the environment.

2.3 Technical Environment

This is to give a brief definition of any applications relevant to the system being implemented. There needs to be a definition of the relationship between these as well as any aspects that this system is reliant upon.

Use Cases

3 Use Case Model

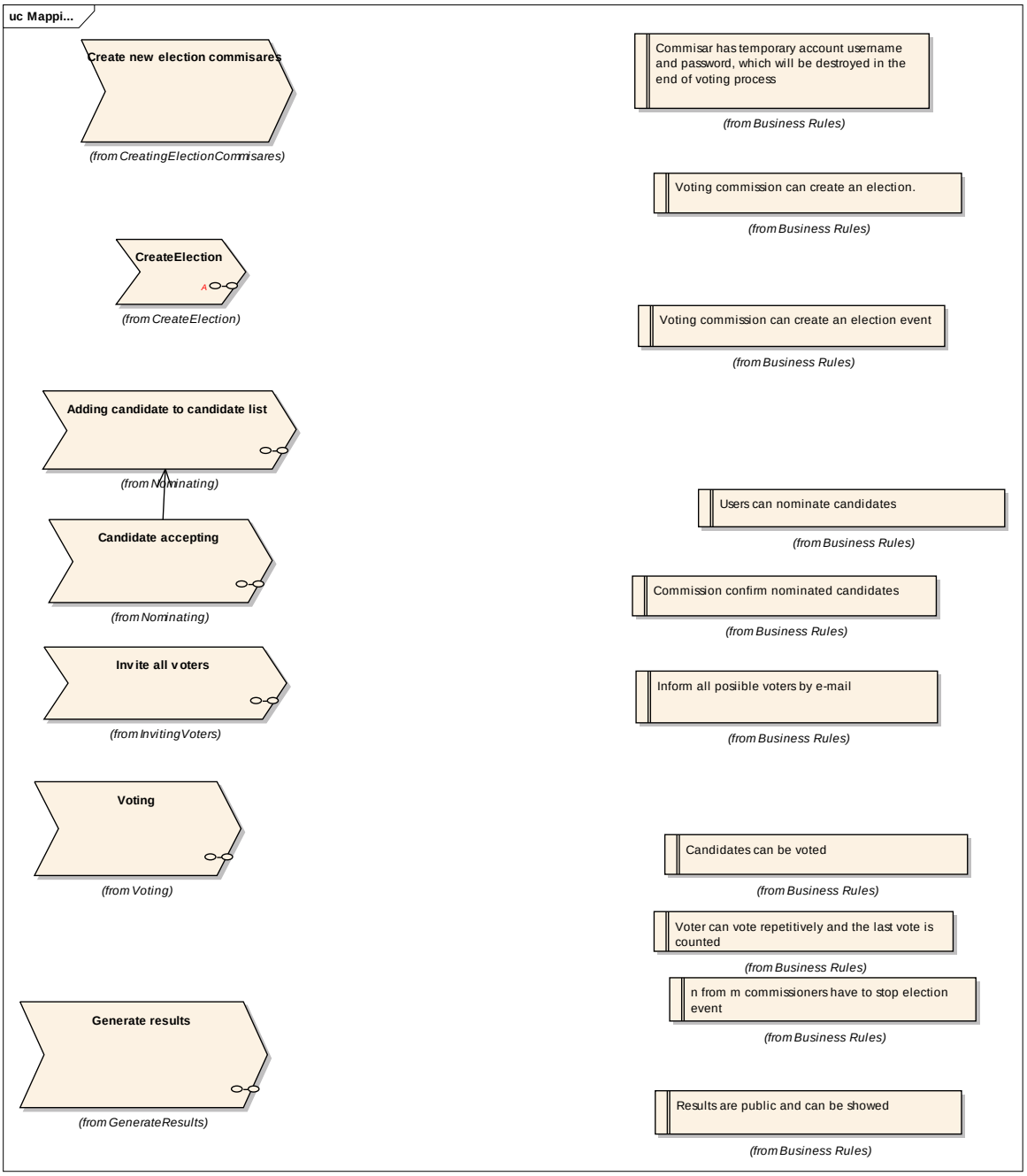

Figure 1: Mapping

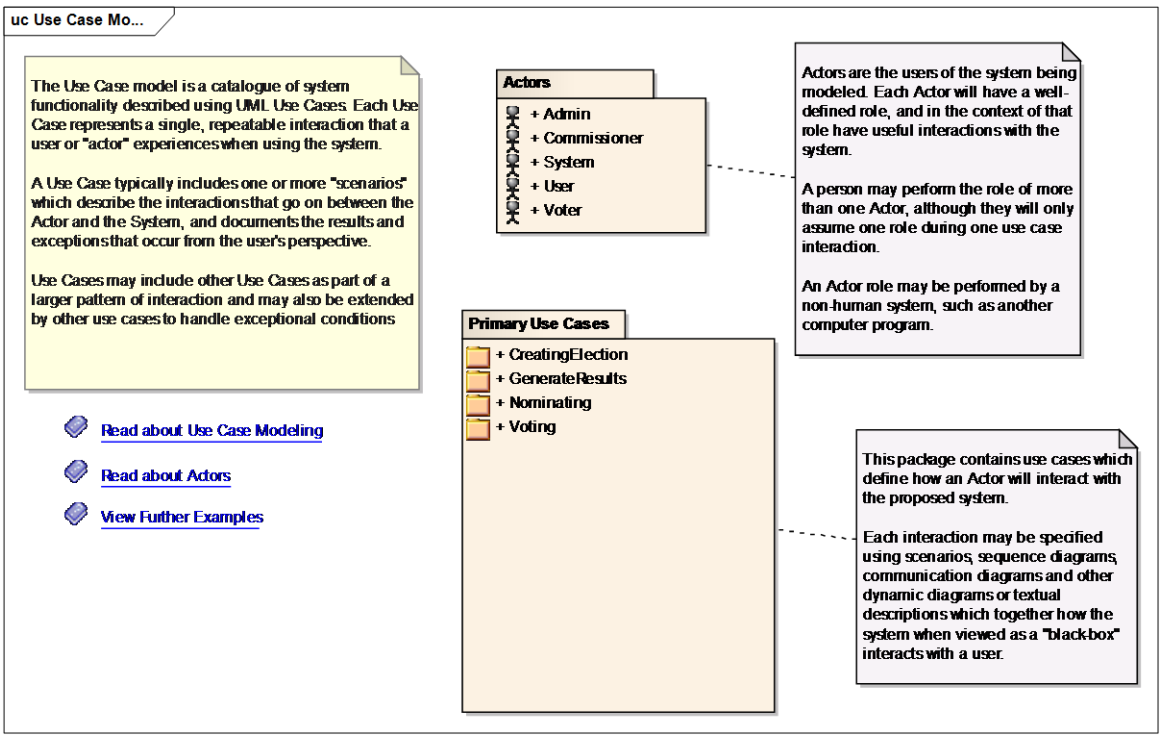

Figure 2: Use Case Model

3.1 GUI

3.2 System

3.3 Actors

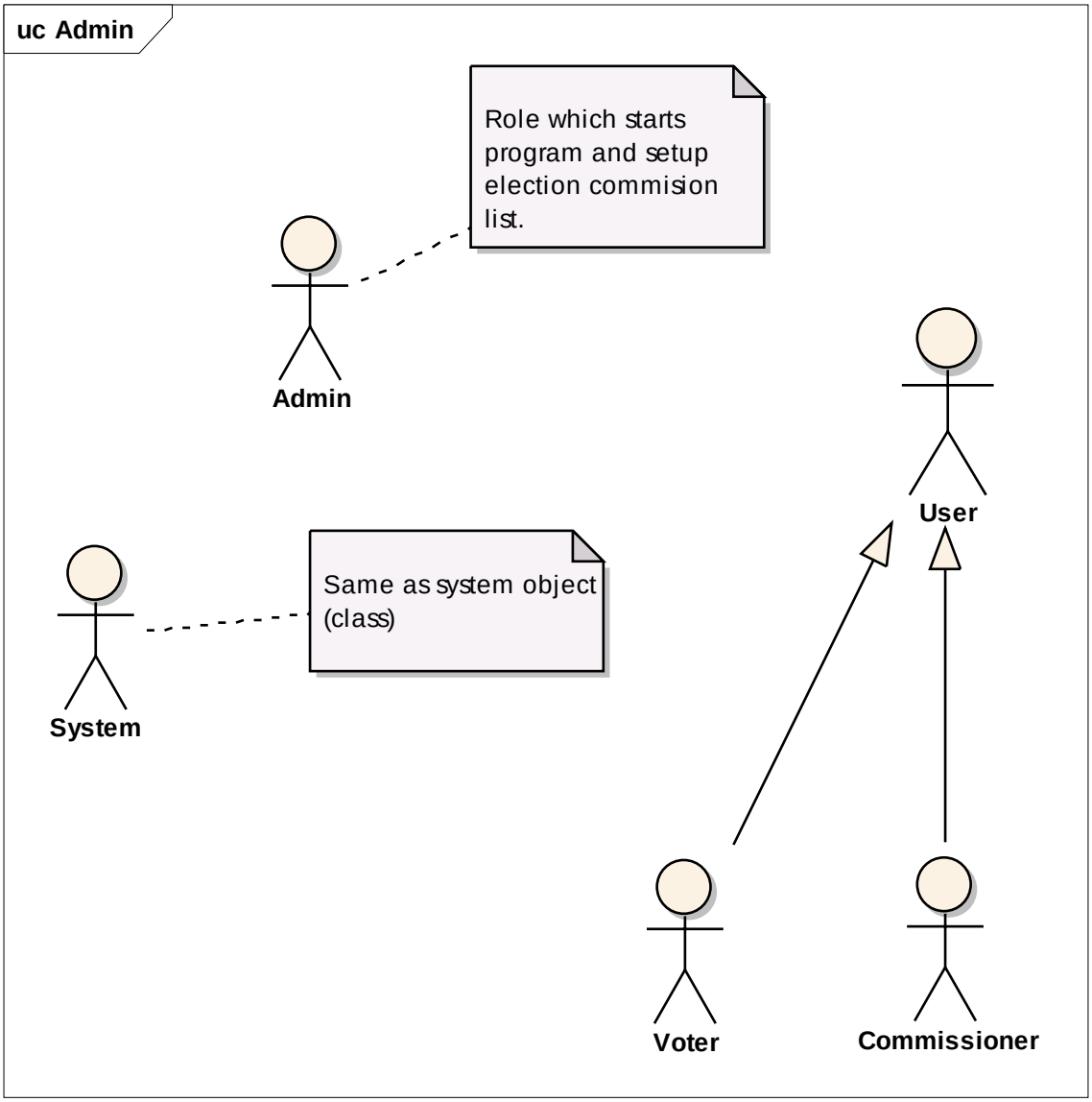

Figure 3: Admin

3.3.1 Admin

3.3.2 Commissioner

3.3.3 System

3.3.4 User

3.3.5 Voter

3.4 Primary Use Cases

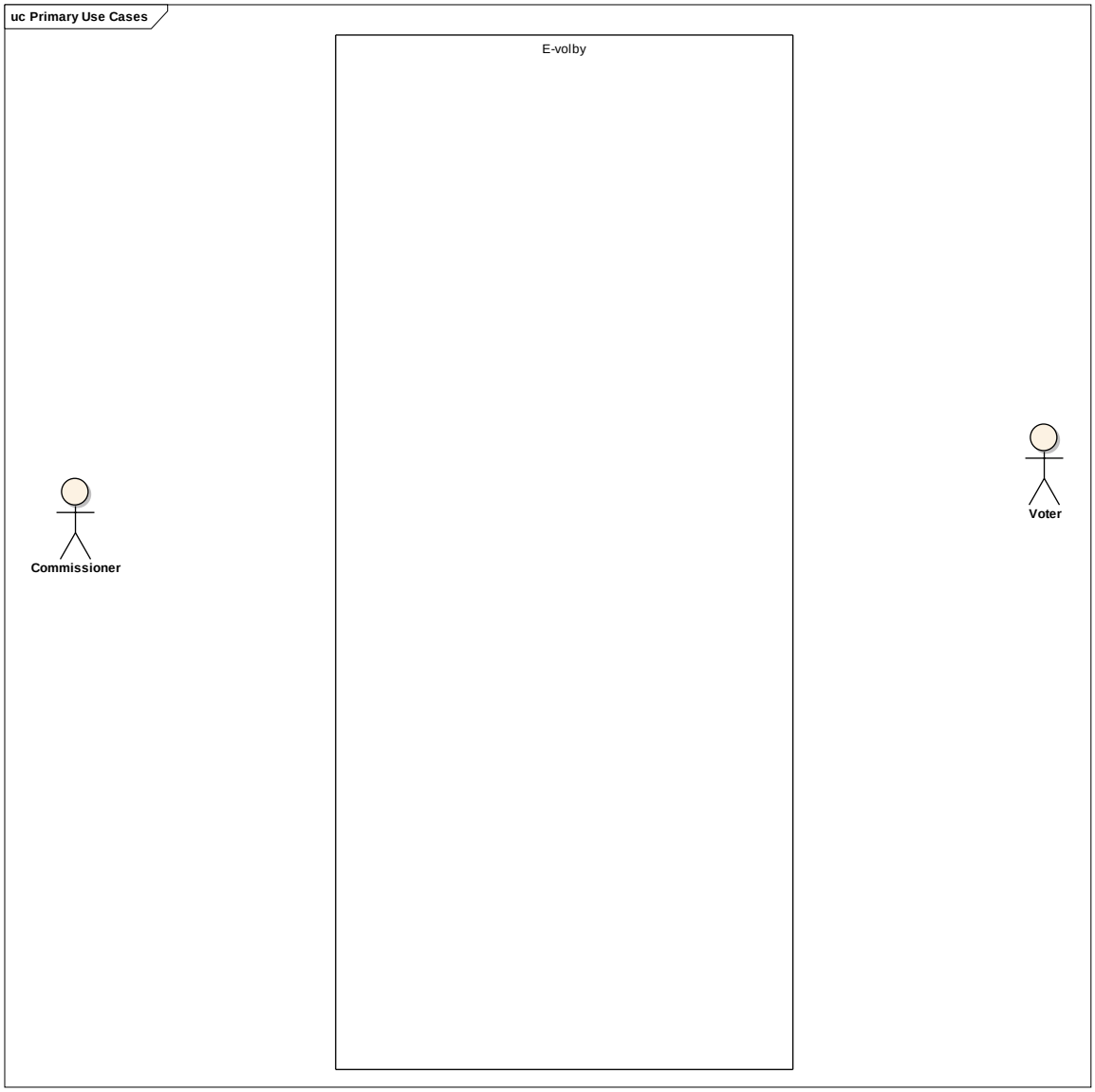

Figure 4: Primary Use Cases

3.4.1 E-volby

3.4.2 CreatingElection

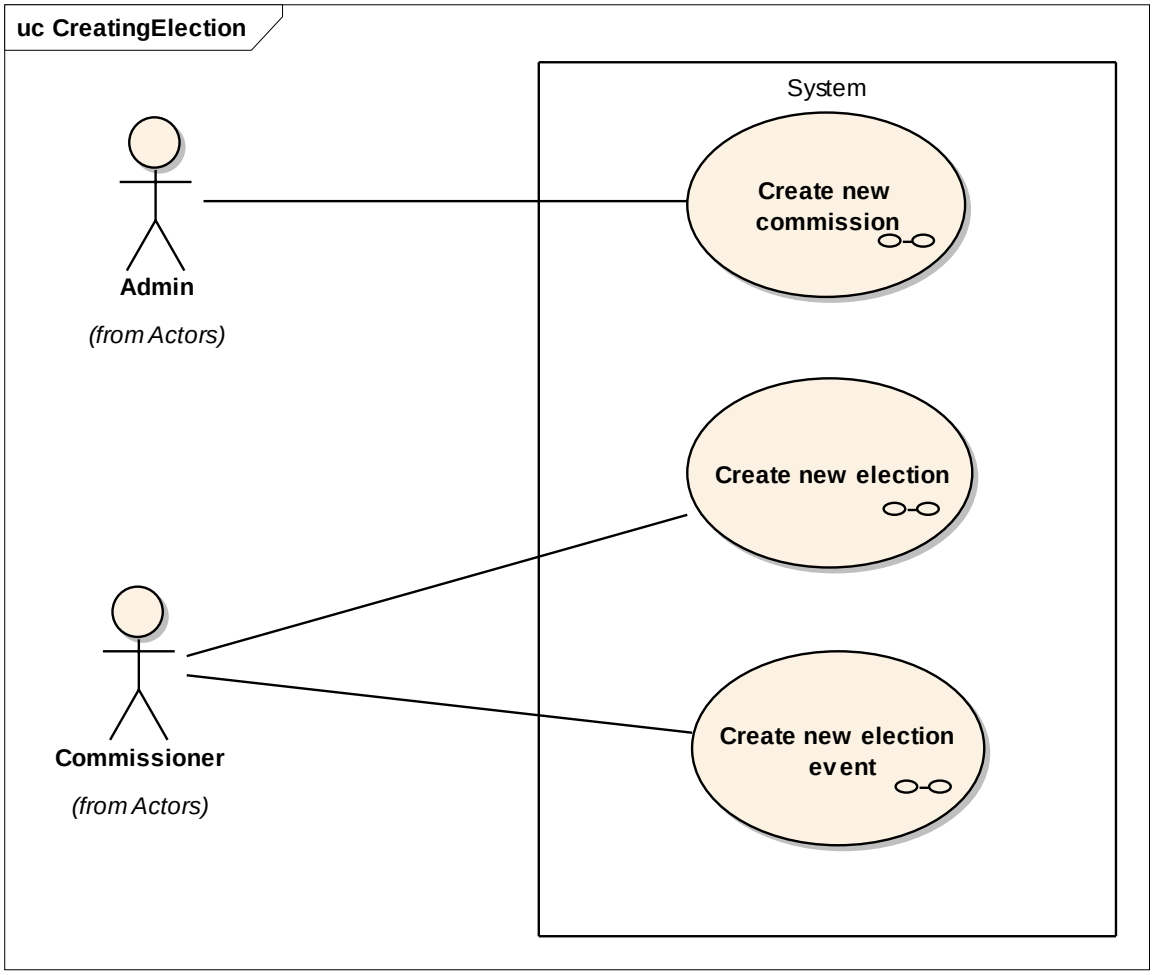

Figure 5: CreatingElection

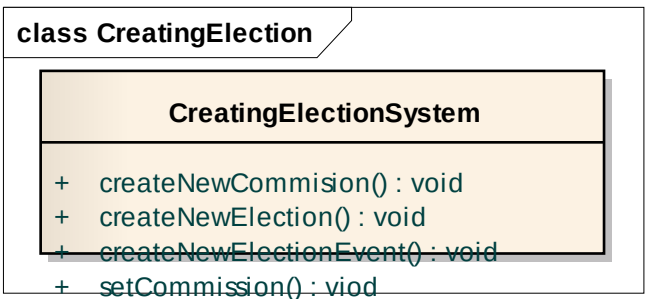

Figure 6: CreatingElection

3.4.2.1 Create new commission

Flow of Events
Basic Path
Create new commission
Akteri: Admin.
Pre-conditions:

Post-conditions:
Volebni komise je vytvorena, komisari mohou zalozit nove volby.
---

1. Uzivatel pozada o vytvoreni volebni komise.
2. System zobrazi formular pro zalozeni volebni komise.
3. Uzivatel vyplni formular (zada jmena komisaru, loginy, atd.).
4. Uzivatel odesle formular (zalozi komisi).
5. System zalozi volbni komisi.

3.4.2.2 Create new election

Flow of Events
Basic Path
Create new election
Akteri: Komisar
Pre-conditions:
Je vytrovena volebni komise.
Post-conditions:
Volby jsou zalozeny, muze byt zalozena nova volebni udalost.
---

1. Uzivatel pozada o vytvoreni voleb.
2. System zobrazi formular pro zalozeni voleb.
3. Uzivatel vyplni formular (nazev, pocet komisaru M staci pro schvaleni rozdodnuti z celkoveho postu komisaru N, kde N>=M, atd.).
4. Uzivatel odesle formular (zalozi nove volby).
5. System provede validaci vypnenych udaju ve formulari.
6. ALTERNATE System ohlasi chybu vypneni formulare. ZPET NA KROK 2.
7. System zalozi volby.

3.4.2.3 Create new election event

Flow of Events
Basic Path
Create new election event
Akteri: Komisar.
Pre-conditions:
Volby jsou zalozeny.
Post-conditions:
Proces nominace kandidatu muze byt zahajen.
---

1. Uzivatel pozada o zalozeni volebni udalosti.
2. System zobrazi formular pro zalozeni volebni udalosti.
3. Uzivatel vyplni formular (nazev udalosti, termin udalosti).
4. Uzivatel odesle formular (zalozi volebni udalost).
5. System zalozi volbni udalost.

3.4.2.4 CreatingElectionSystem

3.4.3 GenerateResults

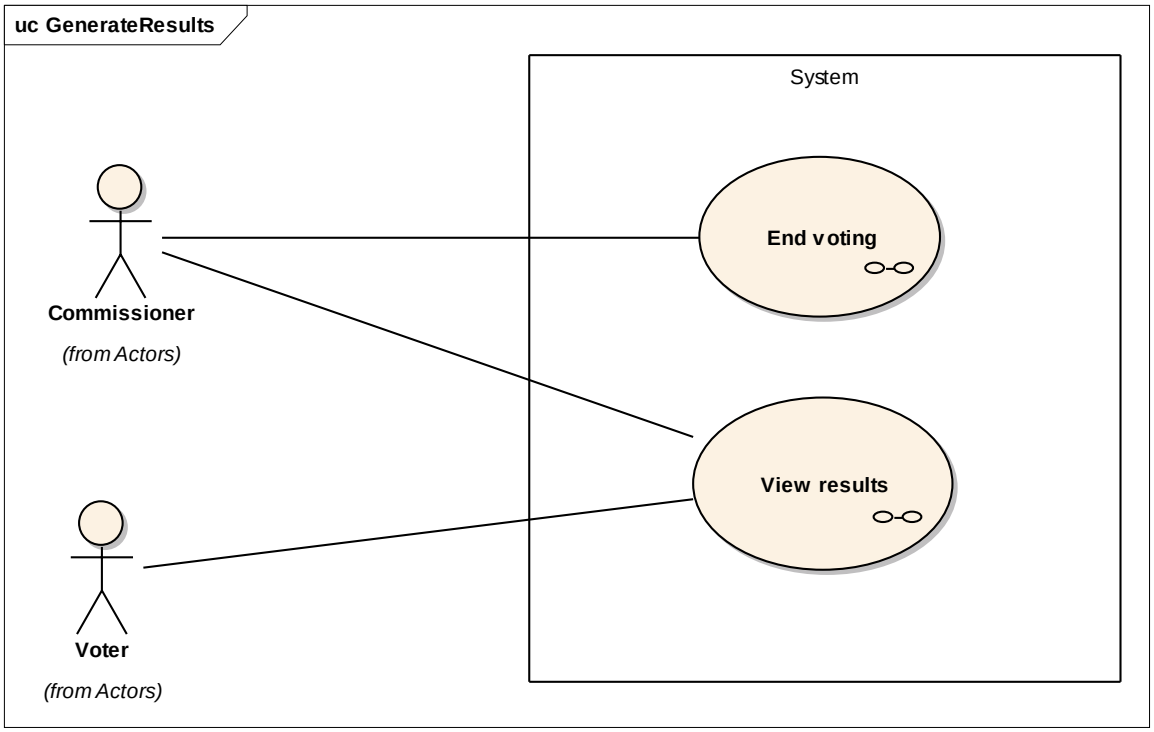

Figure 7: GenerateResults

3.4.3.1 End voting

Flow of Events
Basic Path
End voting
Akteri: Komisar
Pre-conditions:
Byla zalozena volebni udalost.
Post-conditions:
Voleni ve volebni udalosti bylo zastaveno. System spocita vysledky.
---
1. Komisar ukonci voleni ve volebni udalosti.
2. Krok 1 a 2 dokud n z m komisaru neukoncilo voleni ve volebni udalosti.
3. System ukonci voleni ve volbni udalosti.

3.4.3.2 View results

Flow of Events

Basic Path

View results

Akteri: Uzivatel

Pre-conditions:

Bylo ukonceno voleni ve volebni udalost.

Post-conditions:

---

1. Uzivatel chce videt volebni vysledky.
2. System zobrazi uzivateli volebni vysledky.

3.4.3.3 GenerateResultsSystem

3.4.4 Nominating

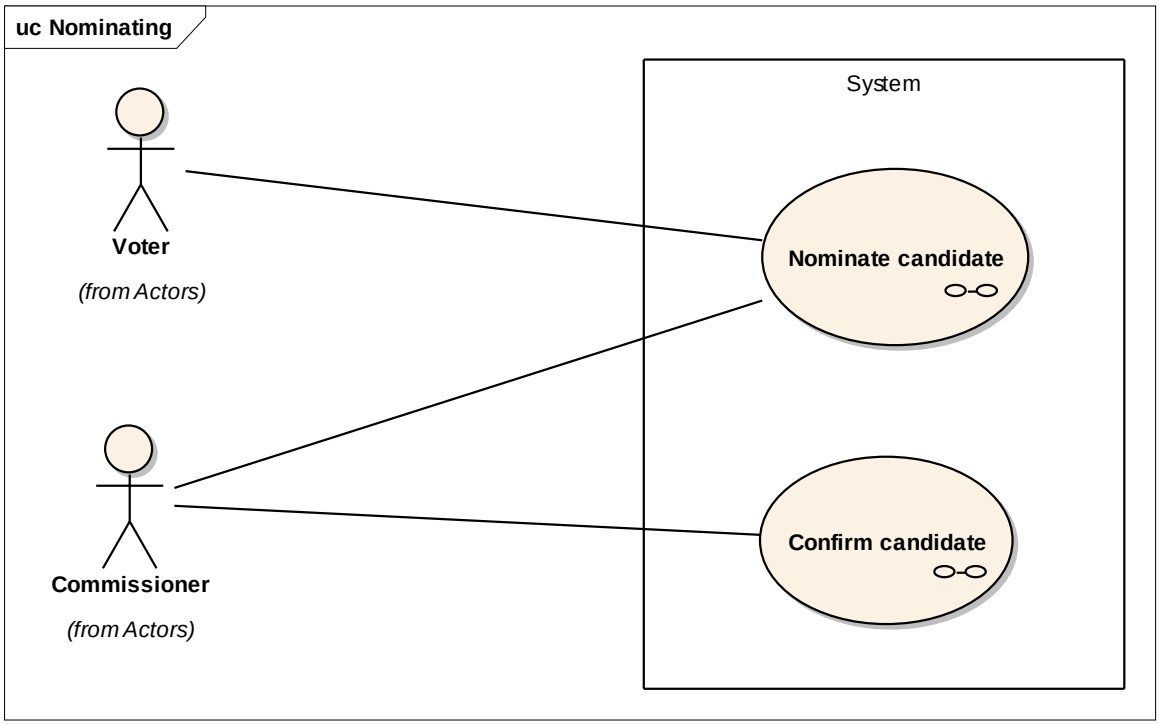

Figure 8: Nominating

3.4.4.1 Confirm candidate

Flow of Events
Alternate
Confirm candidate
Akteri: Komisar
Pre-conditions:
Byla zalozena volebni udalost.
Post-conditions:

---

1. Komisař požádá o seznam neschválených kandidatních lístků.
2. Pokud chce komisař nějaký kandidátní lístek schválit, vybere jej a pošle jej systému.
3. Pokud chce komisař nějaký kandidátní lístek zavrhnout, vybere jej a pošle jej systému.

3.4.4.2 Nominate candidate

Flow of Events
Alternate
Nominate candidate
Akteri: Uzivatel
Pre-conditions:
Byla zalozena volebni udalost.
Post-conditions:

---

1. Uživatel pošle systému kandidátní lístek.
2. Systém zkontroluje kandidátní lístek.
3. Systém vrátí informace o úspěchu.

3.4.4.3 NominatingSystem

3.4.4.4 <anonymous>

3.4.5 Voting

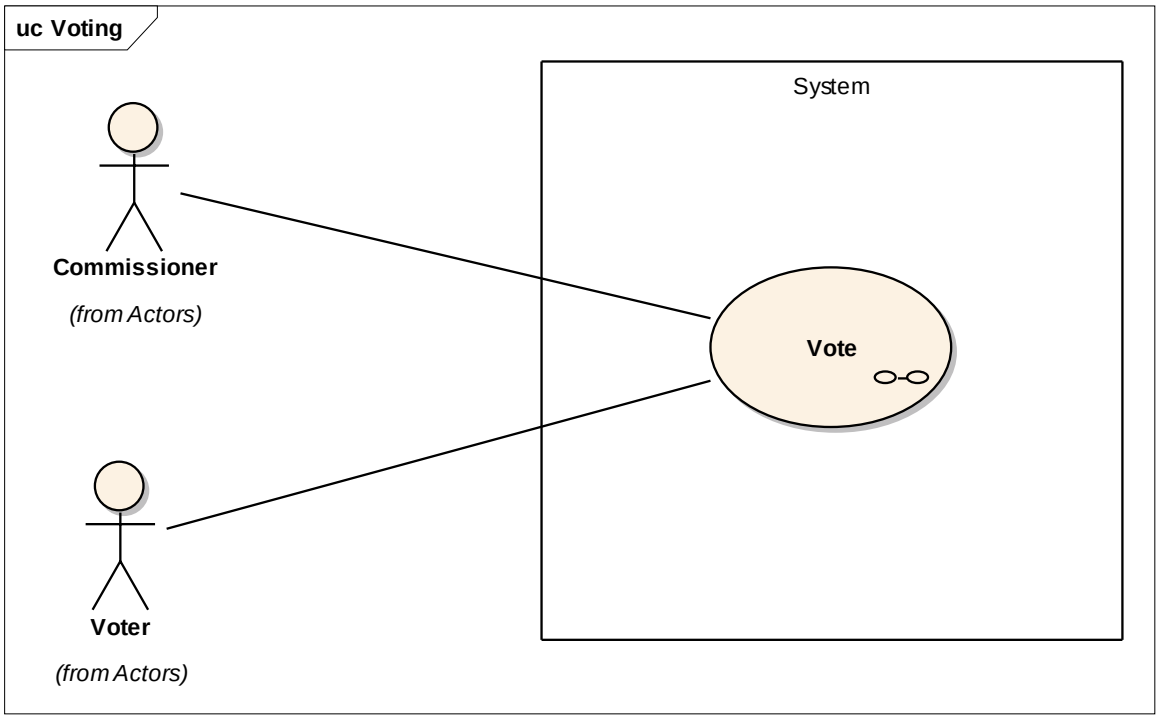

Figure 9: Voting

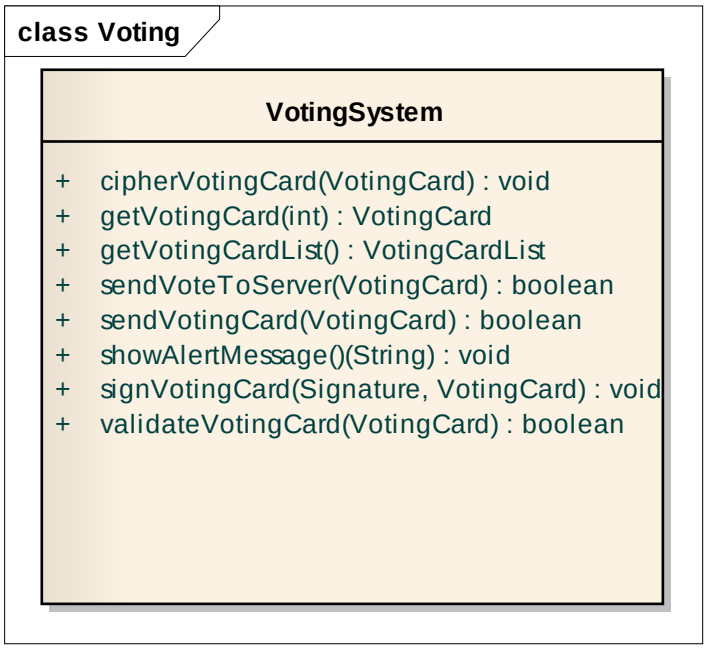

Figure 10: Voting

3.4.5.1 Vote

Flow of Events
Basic Path

Vote

Akteri: Volic, komisar.
Pre-conditions:
Je vytrovena volebni udalost, na kterou je pozvan uzivatel.
(Jsou prijati kandidati.)
(Volici jsou pozvani na volebni udalost.)
Uzivatel je prihlasen v systemu.
Post-conditions:
Volebni listek je kompletne vyplnen, podepsan, zasifrovan a odeslan na server.
---

1. System nabidne uzivateli seznam volebnich udalosti, na ktere byl uzivatel pozvan.
2. Uzivatel vybere konkretni volebni udalost ze seznamu.
3. System zobrazi formular volebni udalosti (volebni listek).
4. Uzivatel vyplni volebni formular.
5. Uzivatel odesle volebni formular.
6. System provede validaci vypnenych udaju ve volebnim formulari.
   6.1 ALTERNATE System ohlasi chybu vypneni formulare. ZPET NA KROK 4.
7. System vyzve uzivatele k podepsani volebniho listku prostrednictvim formulare.
8. Uzivatel podpise volebni listek (svym PK).
9. System pripoji podpis k volebnimu listku.
10. System zafisruje volebni listek verejnym klicem volebni udalosti a odesle ke secteni (na server).
11. System oznami uzivateli zpravu o odeslani listku.
12. Konec

ALTERNATE Uzivatel chce znovu hlasovat. NA KROK 1.

3.4.5.2 VotingSystem