

screen sequence diagram

team SUP

project MustAske

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contents

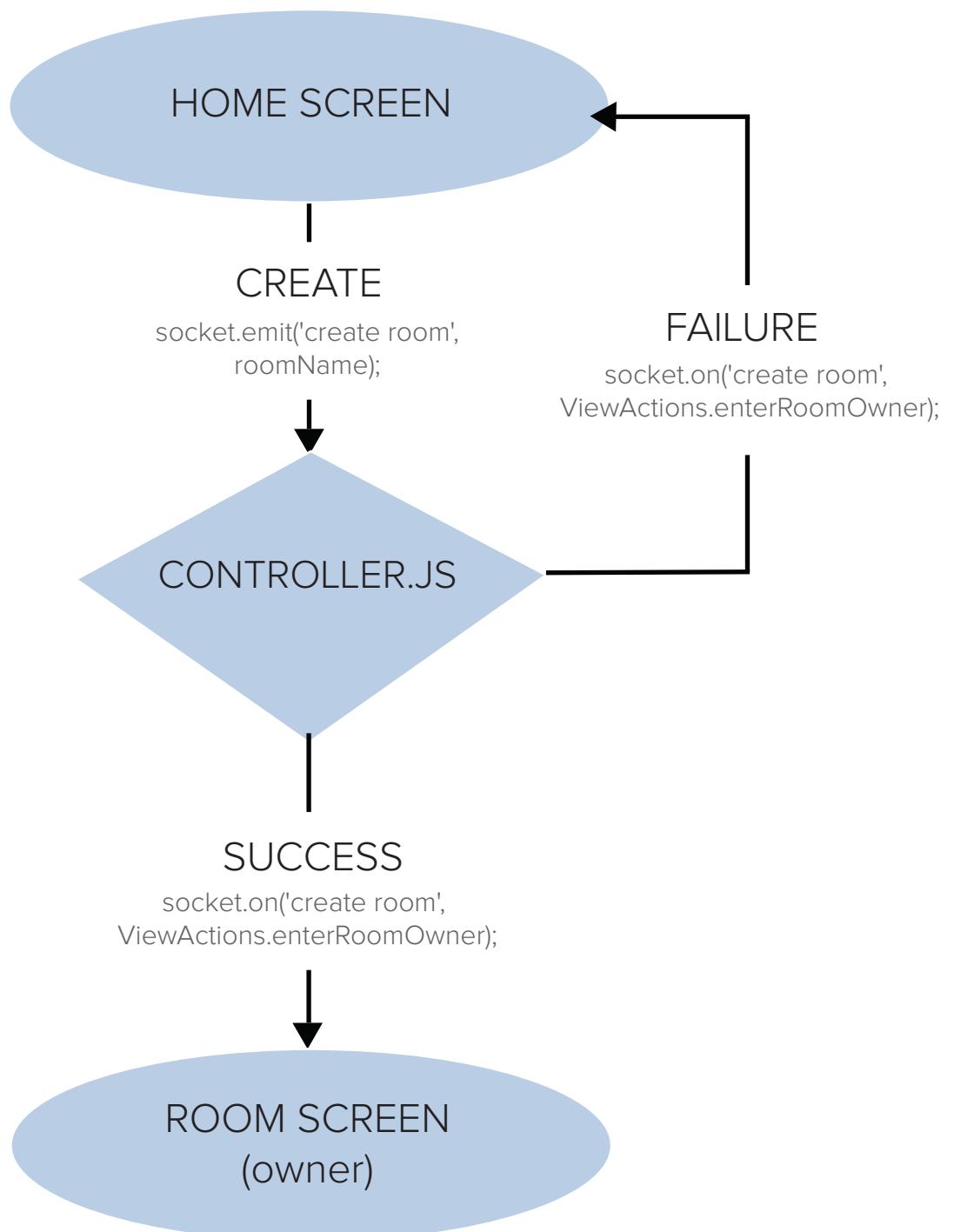
DESIGN USE CASE GROUPINGS

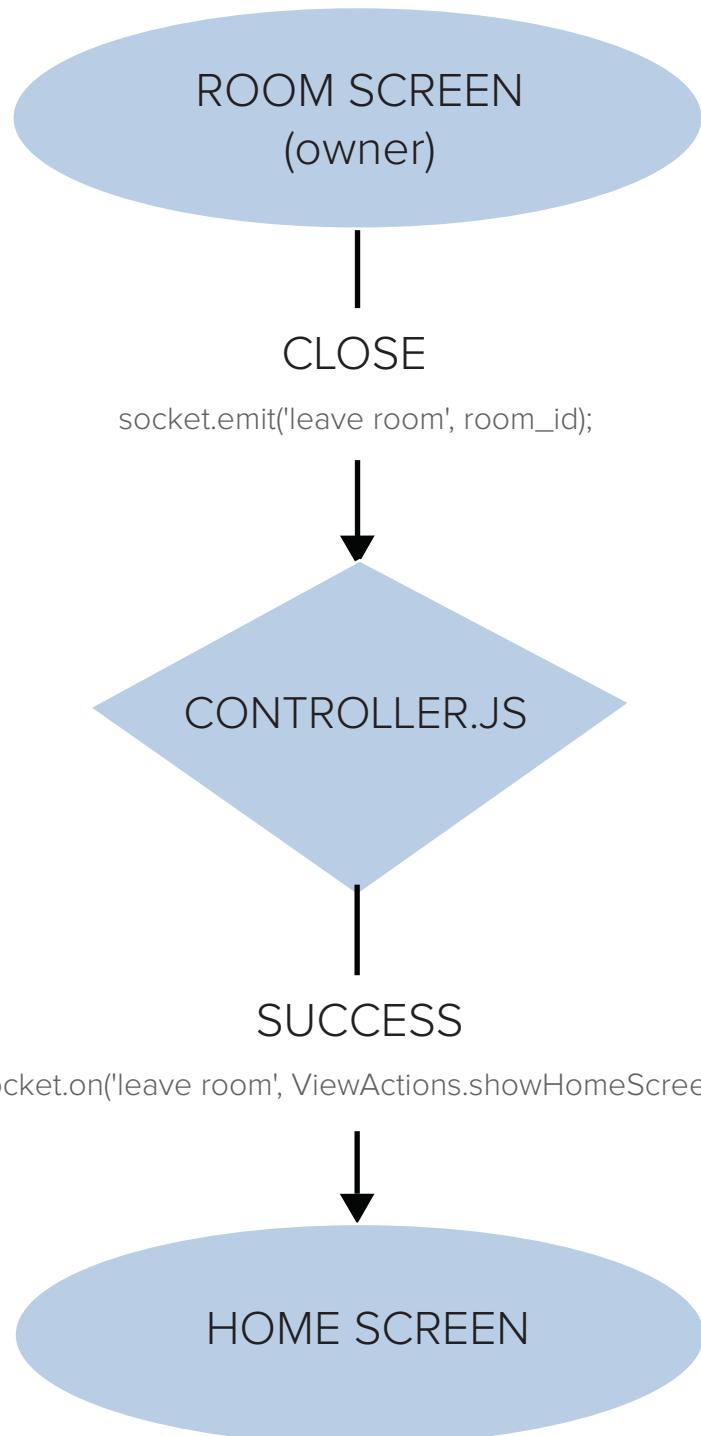
[O] the group designated by [O] shall be defined as use cases that apply only to the **OWNER** of the room.

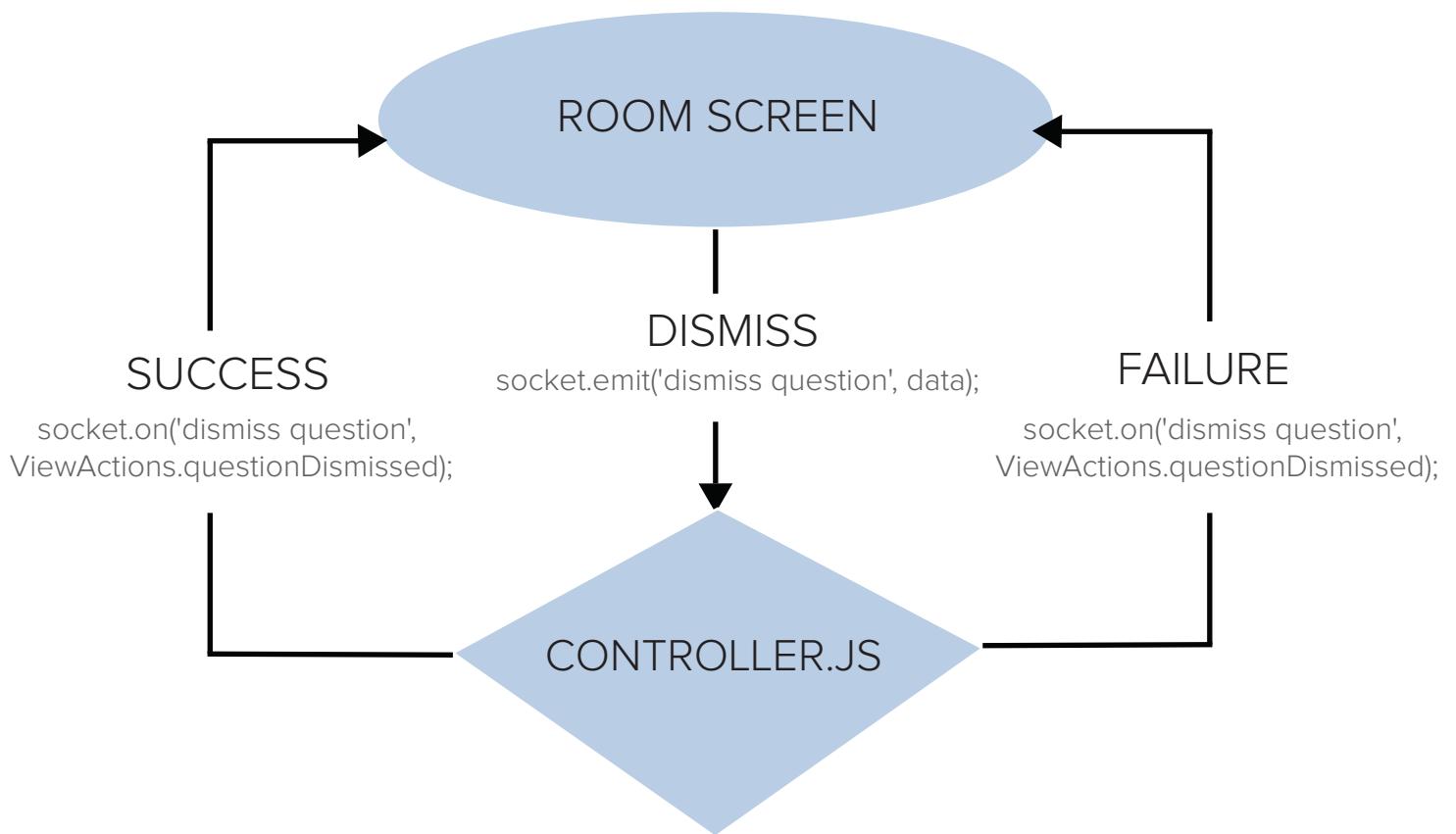
[A] the group designated by [A] shall be defined as use cases that apply only to the **NON-OWNER** of the room.

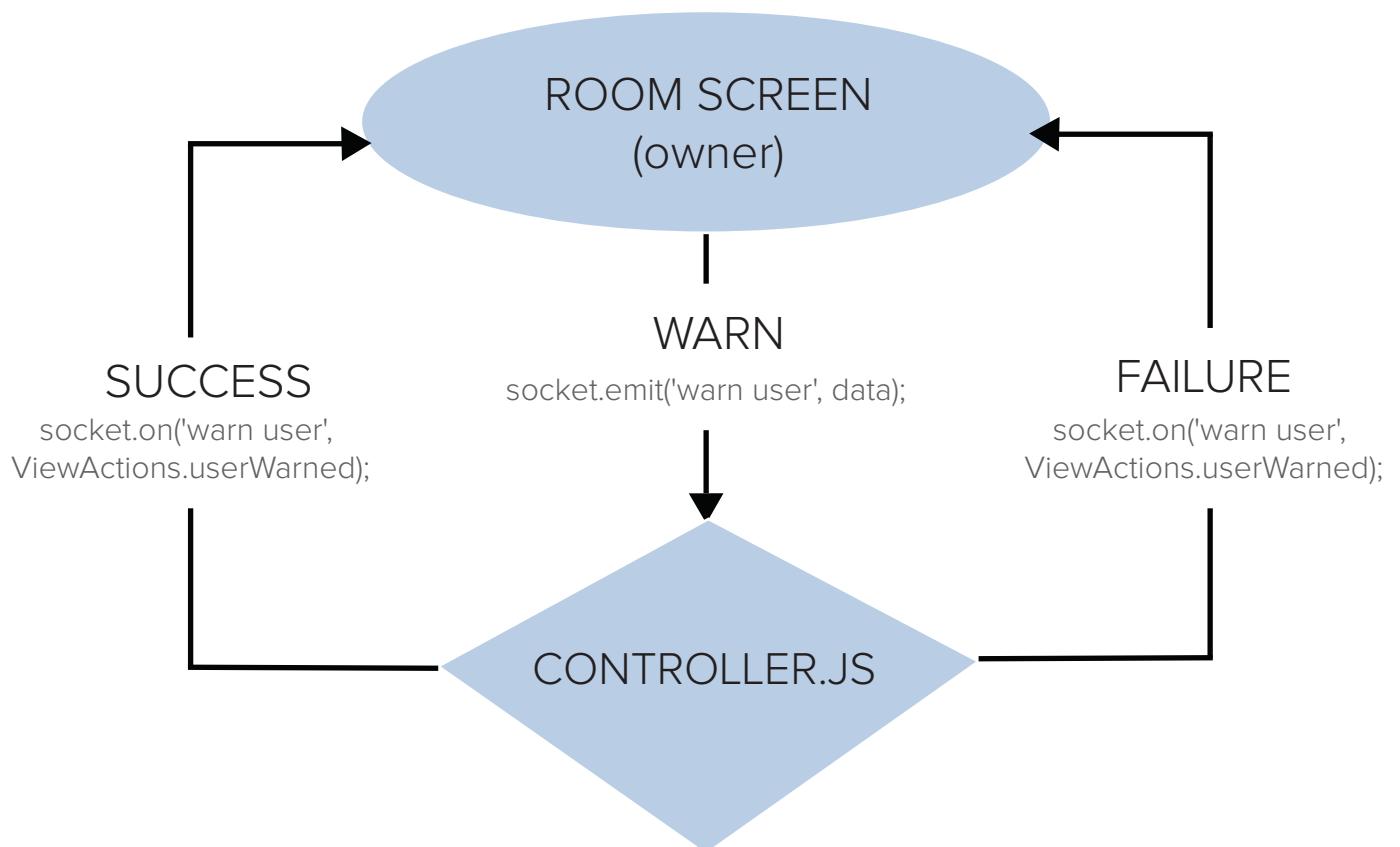
[B] the code [B] shall be defined as a use case that can be completed by either the **OWNER** of a class or the **USER** of a class.

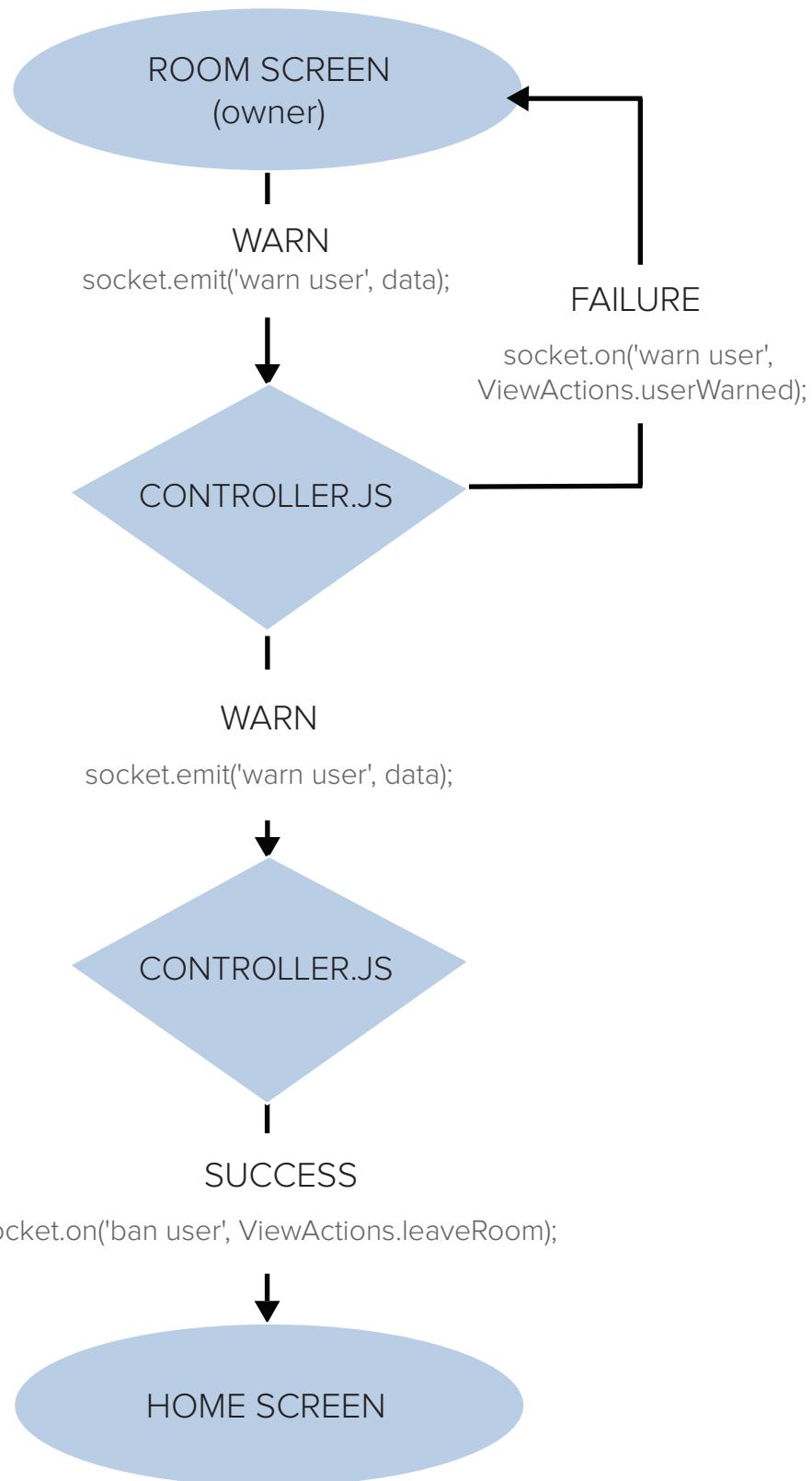
p.3	[O] 1.1	CREATE ROOM	p.17	[B] 4.1	SEARCH QUESTIONS
p.4	[O] 1.2	DELETE ROOM	p.18	[B] 4.2	FORMAT QUESTION
p.5	[O] 2.2	DISMISS QUESTION	p.19	[B] 4.3	GET ROOM ID
p.6	[O] 2.3	WARN USER			
p.7	[O] 2.4	BAN USER			
p.8	[O] 2.5	START POLL			
p.9	[O] 2.6	STOP POLL			
p.10	[O] 2.7	VIEW POLL RESULTS			
p.11	[A] 1.3	JOIN ROOM			
p.12	[A] 1.4	LEAVE ROOM			
p.13	[A] 3.1	ASK QUESTION			
p.14	[A] 3.2	UPVOTE QUESTION			
p.15	[A] 3.3	DOWNVOTE QUESTION			
p.16	[A] 3.4	RESPOND TO POLL			



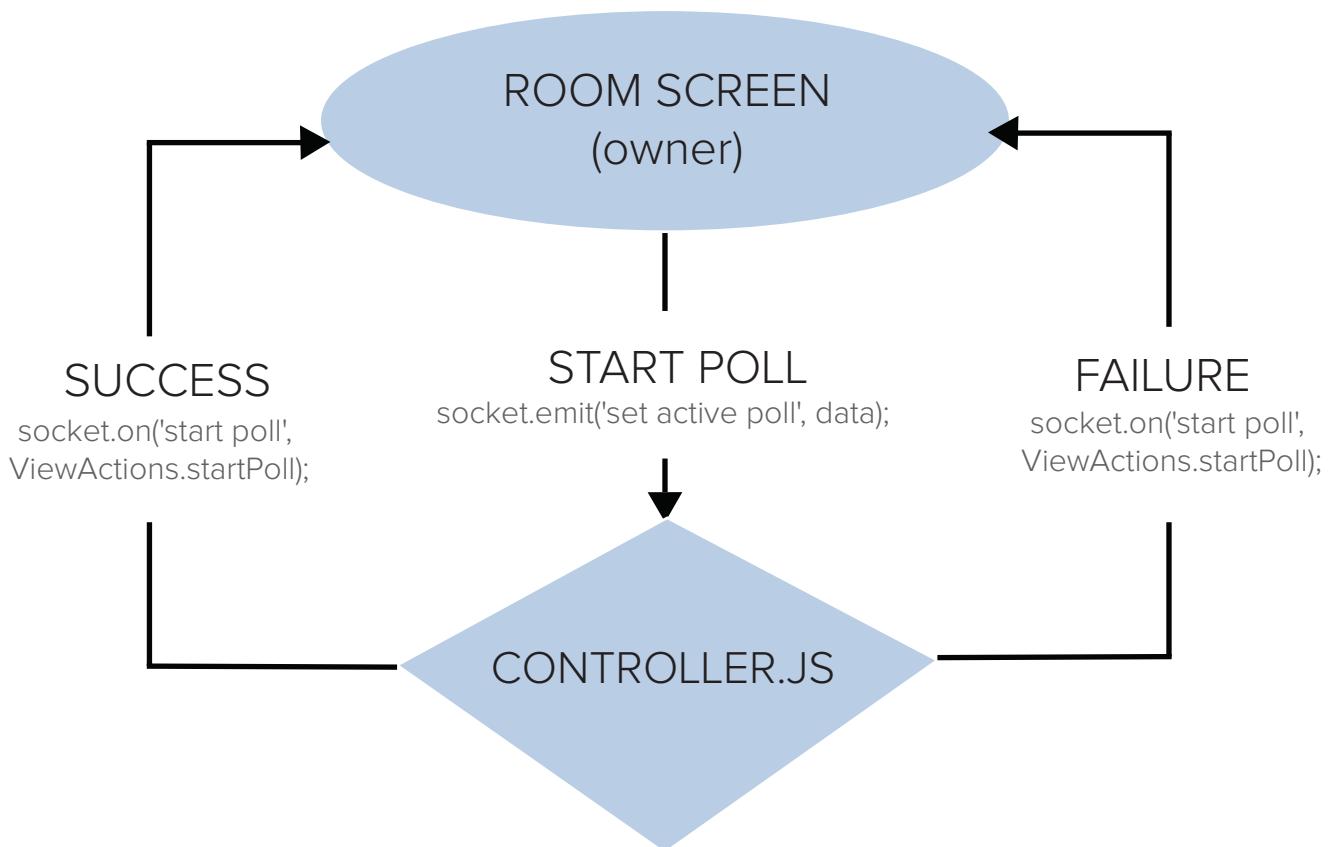


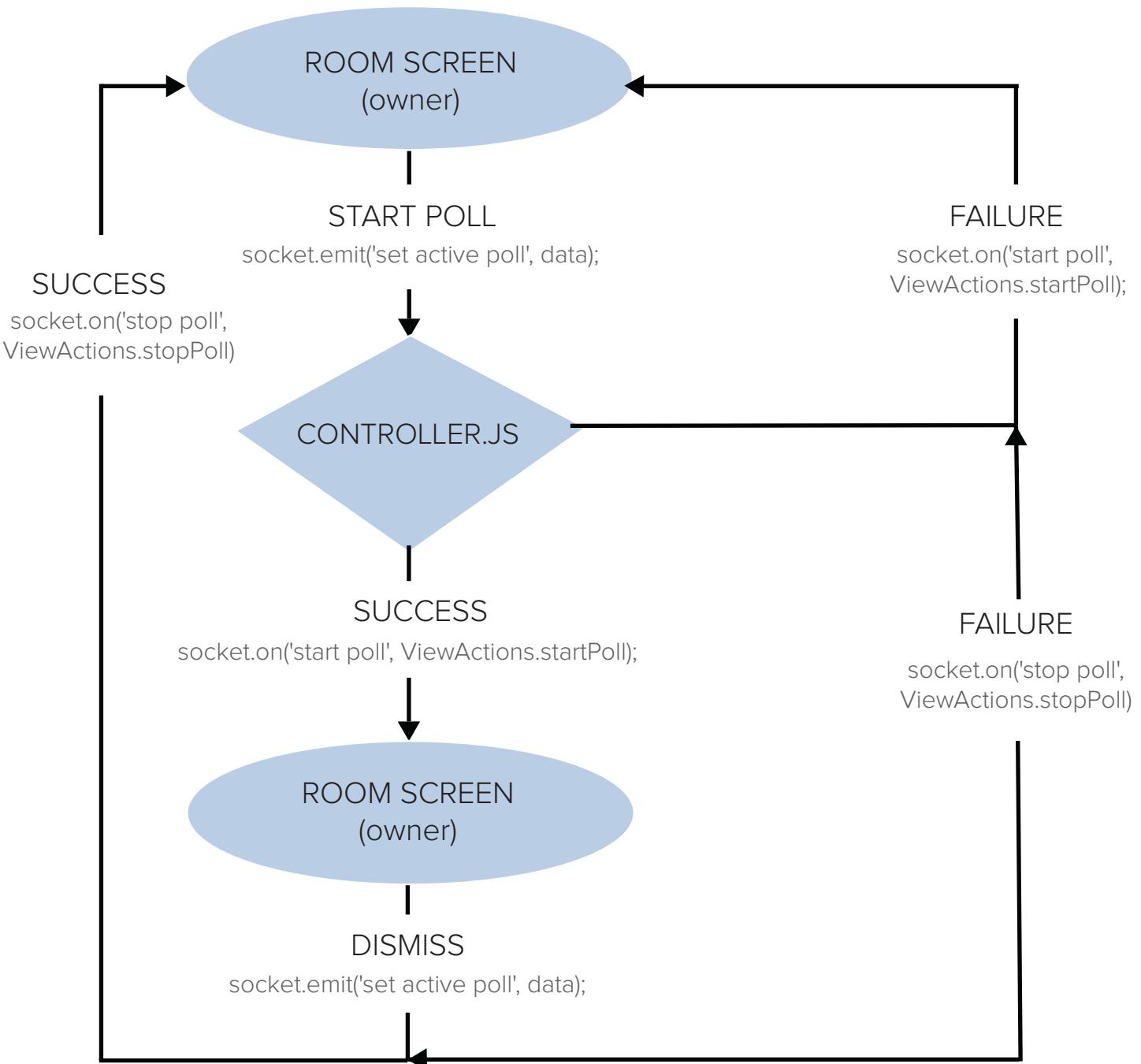


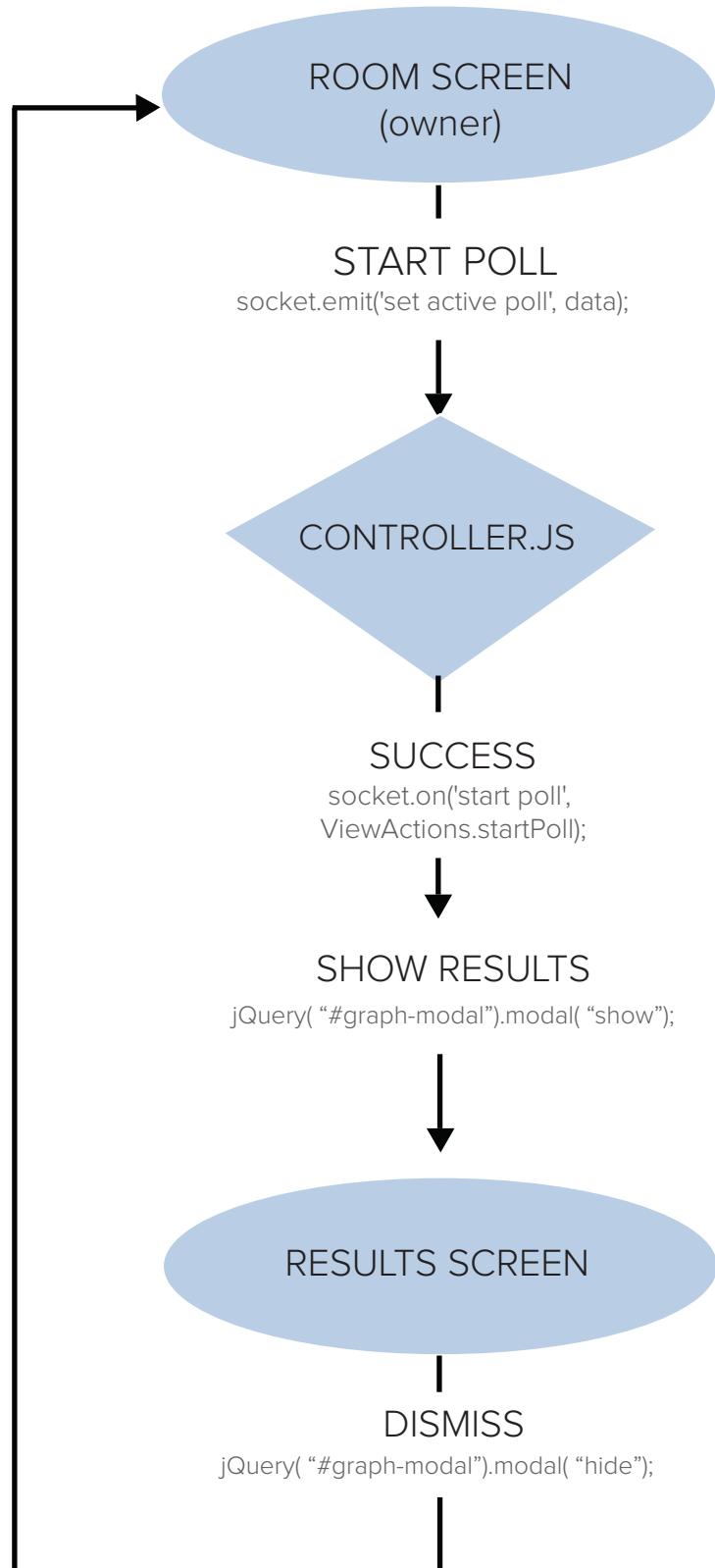




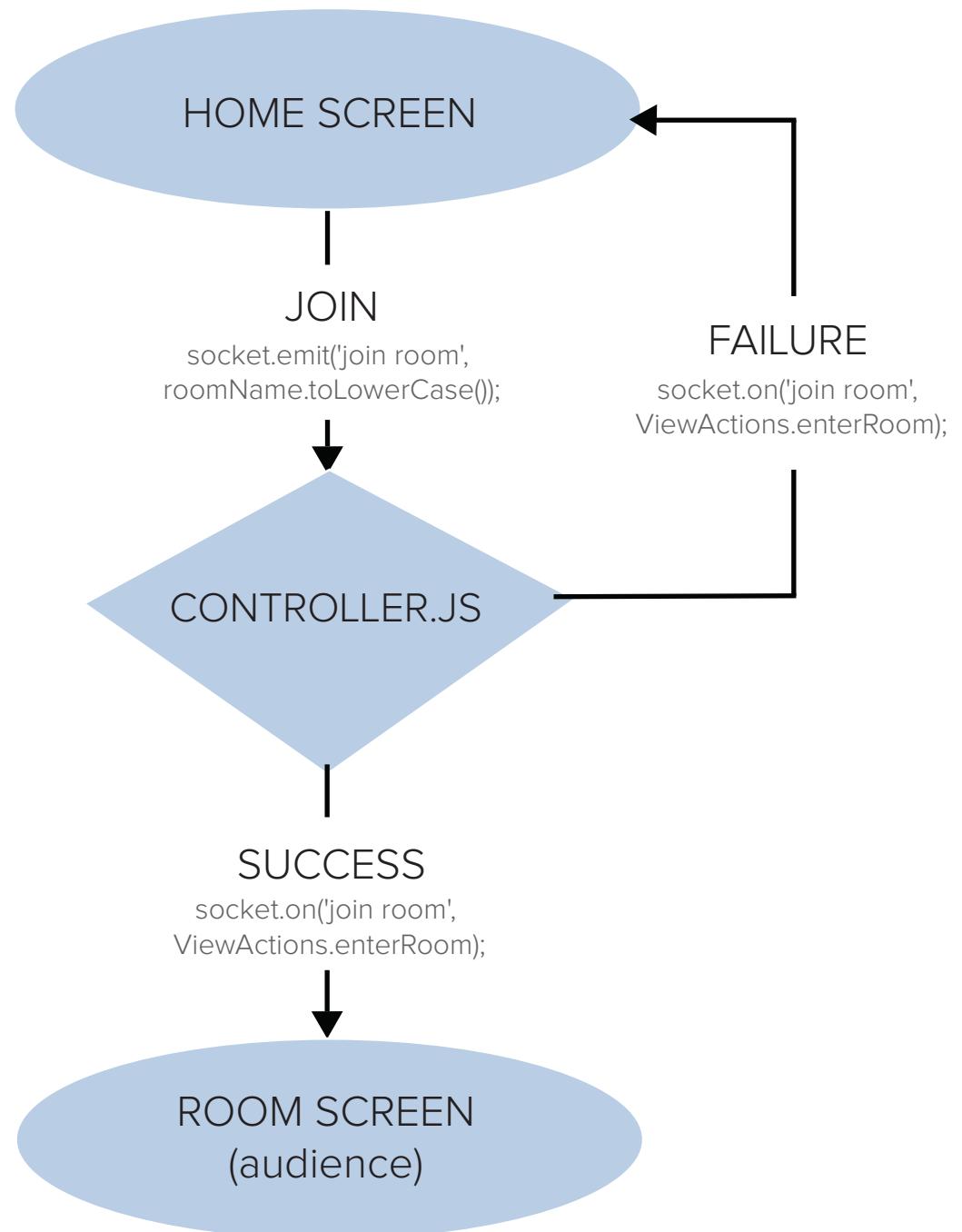
[O]2.5 START POLL







[A] 1.3 JOIN ROOM



[A] 1.4 LEAVE ROOM

