**Use Case: View Report**

# Brief Description

The goal of this use case is to allow a teacher to view a report detailing a student’s progress.

# Included Use Cases

None

# Preconditions

Program is on the starting menu.

A teacher has been added to the system. (See “Change Teacher”)

A student has been added to the system. (See “Change Student”)

# Flow of Events

## Basic Flow – Student reports are displayed

1. This use case begins when the teacher accesses the starting menu.
2. The teacher indicates they are a teacher.
3. The system displays the existing teachers.
4. The teacher selects the teacher that the student is registered under.
5. The system displays the existing students under the selected teacher.
6. The teacher selects the student that they want a report for.
7. The system displays the report.
8. The use case ends.

## Alternative Flows

None

## Exception Flows

None

# Additional Detail

See appendices below.

# Requirements

None

# Post-conditions

None

# Notes & Open Issues

None

# Out of Scope (Future Functionality)

None

# Appendix A – Data Definition for View Report

View Report: Data Definition

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Field Name** | **Description** | **Type** | **Valid Values** | **Default** | **Business Rules** |
| Teacher | Teacher's name. | Text | N/A | N/A | Teacher names must be unique. |
| Student | Student's name. | Text | N/A | N/A | Student is assigned to a teacher. Student names must be unique. |
| History | History of spelled words. | Text | N/A | N/A | Consists of words spelled during the game. |