UC019: Cross Application Communications

Legacy coding, Communications, Interfacing



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UC019: Cross Application Communications

# UC019: Cross Application Communications

## Description

Since the application is web based it’s accessible over HTTP. Applications can send and receive data by making a POST or GET, respectively. Data passed between GTS and other apps will be in JSON and asynchronously, where possible.

## Level

Subfunction

## Trigger

External application based triggering

## Primary Actor

The Primary Actor can be any type of application

## Additional/Supporting Actors

None

## Stakeholders

* Production
* Operations

## Preconditions

The Primary Actor must have use of a workstation with an active internet connection or at least an internal access to the application. The workstation will have a browser window open, pointing to the site.

## Main Success Scenario

* The external application sent data to GTS and received a status “ok” response in return. Such as:
  + generated reports
  + test data
  + alerts
  + burn-in test data
* The external application requests data from GTS and receives it.

## Extensions

* **Exception:** Something went wrong during a POST or GET and the calling application receives a status “500 Internal Server Error”

## Post Conditions

* Success End Condition
  + The requested or posted data contains all information needed and the application processes it

## Frequency

This will occur regularly, most of these cross talk actions would be in the form of reports

## Special Requirements

* Performance:   
  Timeout values will be set so the user receives “a resource unavailable” message if this occurs
* Security  
  Only administrators have access to this page
* Usability / Accessibility  
  User must be able to view page in English, French and Spanish.
* Other  
  The UI must be able to be used over a range of platforms: PC, laptop, tablet, smart phone…

## Issues and Next Steps

None