

Baseball Tour Use Cases

Team Beta – CS 1D

Use Case: View teams and all their information, sorted by team name

Summary: A baseball fan chooses whether to view teams sorted by their team's name or by their stadium's name. The program will display a sorted list according to the selected criteria.

Actor: Baseball Fan

Precondition: The database is populated with teams and their information.

Description:

- Baseball fan can click each header in a table displaying all the team data to sort by that column.
- When the database is empty, each column will have no rows.
- When the database viewer window opens for the first time, all the data should be sorted by team name alphabetically.

Normal Flow:

- Baseball fan opens the database viewer window.
- The database viewer window opens, with all the data sorted alphabetically by team name.
- The baseball fan clicks on a different column to sort by that category.

Alternate Flow:

- Baseball fan chooses to close the window and cancel the operation.
- Database is empty, no rows can be sorted because there are no rows displayed.
- Baseball fan decides to pick one of the other database view options.

Use Case: Add a new team

Summary: A program administrator adds a new team to the database

Actor: Administrator

Precondition: The actor is authenticated as an administrator.

Description:

- Administrator chooses to add a new team from the File menu
- A file selector is displayed to the user rooted at the user's home directory
- Administrator can only select a csv file to add to the database.

Normal Flow:

- Administrator chooses to add a new team from the File menu
- Administrator selects the correct csv file in the file selector
- The program parses the csv file and adds the new teams to the database, skipping duplicates.
- The program prompts the user with a success message.

Alternate Flow:

- The user supplies a csv file with some duplicate teams, duplicate teams are skipped.
- The user supplies a csv file with an invalid format, adding new teams is skipped.

Use Case: Modify a team's information

Summary: An administrator enters in new data to modify a team's associated information

Actor: Administrator

Precondition: The user must be authenticated as an administrator to continue.

Description:

- Administrator changes a team's information
- All data except for a team's name can be modified
- Changes are persistent across multiple runs

Normal Flow:

- Administrator chooses to modify the database in the Admin menu and chooses the modify a team tab.
- Administrator replaces the old data in the input widgets with the new desired data.
- Administrator clicks "update team"
- Program modifies the selected stadium in the database.

Alternate Flow:

- User is not administrator, causing an error to appear and the operation is cancelled.
- There are no teams in the database, causing an error to appear.
- The database returns invalid or blank data to the modify team window, so the user cannot see the current values for the team they are trying to modify.