**CS1C Team ERKK – Use Case Descriptions**

**Case 1000 - enter testimonials**

Application 2D Drawing Library

Use Case Name Enter/View Testimonials

Use Case Description Any authorized user may view and optionally enter a description of their experience with the application.

Primary Actor Any authorized user

Preconditions Application Started, User name and password known

Trigger Start Application

Basic Flow When the application starts, the “Login” dialog is displayed. The user should enter their Username and Password, then press the “Login” button. The “welcome” dialog is displayed, indicating a successful login. Pess the “OK” button. Next, select the menu item “About”, then “Feedback”. The current list of feedback left by users is displayed, which may be scrolled as needed. If the user wants to leave their own feedback, select the “Leave your feedback” tab. Enter the user’s name (not necessarily the login name in the entry field labeled “Enter Name...”, then click in the large entry field below and type what is needed. When complete, press the “Submit” button. To view the feedback just entered, slect the “testimonials” tab, otherwise, close the dialog with the “X” in the upper right corner.

Alternate Flows The user can exit the feedback dialog at any time by pressing the “X” in the upper right corner.

**Case 1100 - Sign on to identify myself and my role**

Application 2D Drawing Library

Use Case Name Sign on to identify myself and my role

Use Case Description All users are required to identify themselves

Primary Actor Any authorized user

Preconditions Application Started, User name and password known

Trigger Start Application

Basic Flow When the application starts, the “Login” dialog is displayed. The user should enter their Username and Password, then press the “Login” button. The “welcome” dialog is displayed, indicating a successful login. Press the “OK” button.

Alternate Flows The user can exit the feedback dialog at any time by pressing the “X” in the upper right corner.

If the user does not have an account and wants to create one, select the “Make Account” tab at the bottom of the dialog.

If the user name or password is not correct, a dialog indicating the user name or password invalid”, press the “OK” button to r retry the login.

**Case 2000 - Provide a way for users to know who we are and contact us**

Application 2D Drawing Library

Use Case Name Provide a way for users to know who we are and contact us

Use Case Description Display program information and developer contact information.

Primary Actor Any authorized user

Preconditions Application Started, User name and password known

Trigger Start Application

Basic Flow When the application starts, the “Login” dialog is displayed. The user should enter their Username and Password, then press the “Login” button. The “welcome” dialog is displayed, indicating a successful login. Press the “OK” button. Next, select the menu item “About”, then “Contact Us”. A Dialog will display that shows information about the program and development team. The dialog may be closed by clicking on the “X” in the upper right corner of the dialog.

Alternate Flows None.