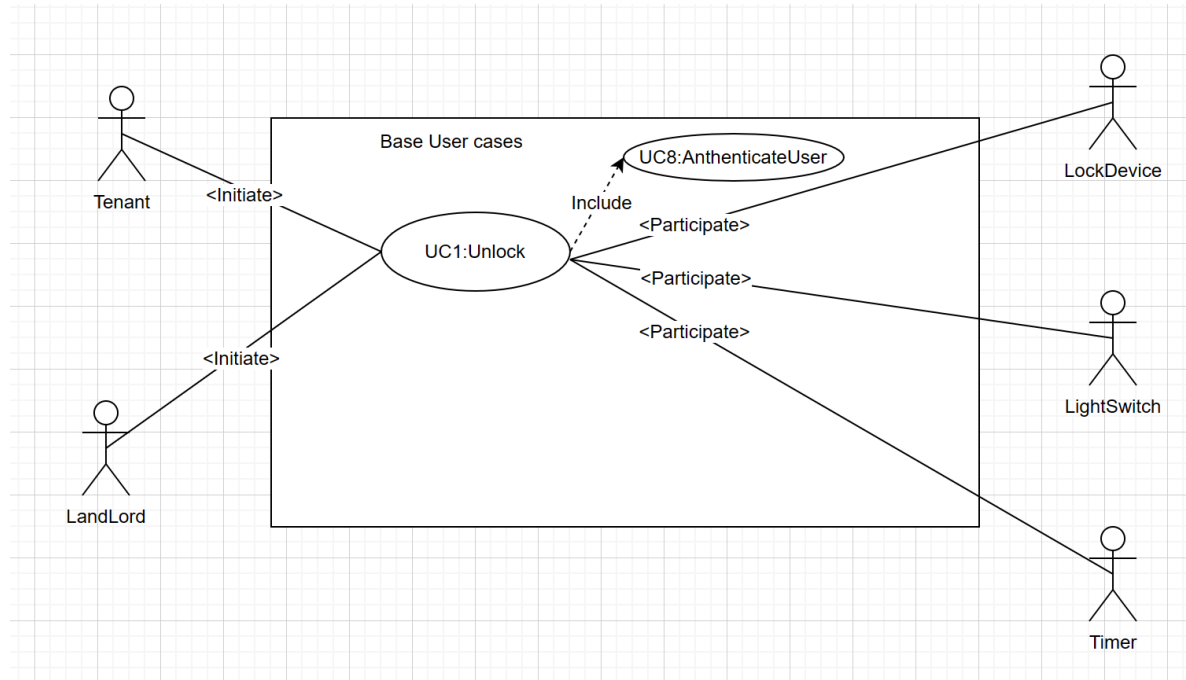
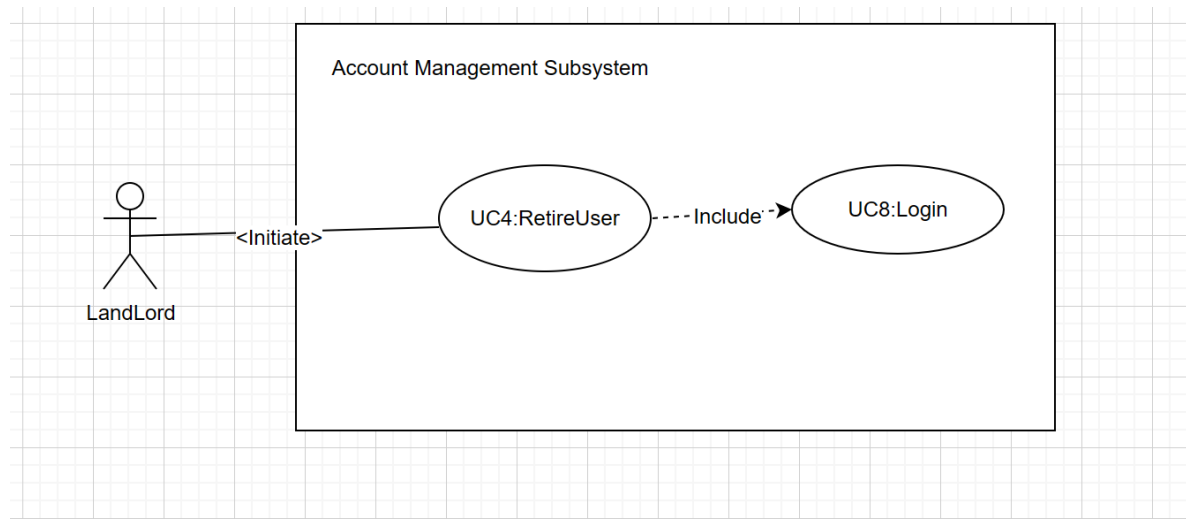


## 任务1、 case diagram for UC-1 (Unlock) and UC-4 (RetireUser)

### UC-1:



### UC-4



## 任务2: Write the use case schemas of UC-1 and UC-4

### UC-1

<b>Use Case UC-1: Unlock</b>	
<b>Related Requirements:</b>	REQ1, REQ2, REQ3, REQ4, and REQ5 stated in the table of <u>REQs</u>
<b>Initiating Actor:</b>	Any of: Tenant, Landlord
<b>Actor's Goal:</b>	To disarm the lock and enter, and get space lighted up automatically.
<b>Participating Actors:</b>	<u>LockDevice</u> , <u>LightSwitch</u> , Timer
<b>Preconditions:</b>	<ul style="list-style-type: none"> <li>• The set of valid information stored in the system database is non-empty.</li> <li>• user's phone with the Bluetooth network on</li> <li>• user's phone is within detectable range</li> </ul>
<b>Postconditions:</b>	The auto-lock timer has started countdown from <u>autoLockInterval</u> .
<b>Flow of Events for Main Success Scenario:</b>	
→	1. <b>Tenant/Landlord</b> arrives at the door and hold the phone close to the door lock with the Bluetooth network on
	2. <u>include:: <i>AuthenticateUser</i> (UC-7)</u>
←	3. <b>System</b> (a) signals to the <b>Tenant/Landlord</b> the lock status, e.g., "disarmed," (b) signals to <u>LockDevice</u> to disarm the lock, and (c) signals to <u>LightSwitch</u> to turn the light on
←	4. <b>System</b> signals to the <b>Timer</b> to start the auto-lock timer countdown
→	5. <b>Tenant/Landlord</b> opens the door, enters the home [and shuts the door and locks]

Subroutine «include» Use Case:

<b>Use Case UC-7: AuthenticateUser (sub-use case)</b>	
<b>Related Requirements:</b>	REQ3, REQ4 stated in the table of REQs
<b>Initiating Actor:</b>	Any of: Tenant, Landlord
<b>Actor's Goal:</b>	To be positively identified by the system (at the door interface).
<b>Participating Actors:</b>	AlarmBell, Police
<b>Preconditions:</b>	<ul style="list-style-type: none"> <li>• The set of valid keys stored in the system database is non-empty.</li> <li>• The counter of authentication attempts equals zero.</li> </ul>
<b>Postconditions:</b>	None worth mentioning.
<b>Flow of Events for Main Success Scenario:</b>	
←	1. <b>System</b> prompts the actor for identification, e.g., alphanumeric key
→	2. <b>Tenant/Landlord</b> supplies a valid identification key
←	3. <b>System</b> (a) verifies that the key is valid, and (b) signals to the actor the key validity
<b>Flow of Events for Extensions (Alternate Scenarios):</b>	
2a. <b>Tenant/Landlord</b> enters an invalid identification key	
←	1. <b>System</b> (a) detects error, (b) marks a failed attempt, and (c) signals to the actor
←	1.a <b>System</b> (a) detects that the count of failed attempts exceeds the maximum allowed number, (b) signals to sound <b>AlarmBell</b> , and (c) notifies the <b>Police</b> actor of a possible break-in
→	2. <b>Tenant/Landlord</b> supplies a valid identification key
	3. Same as in Step 3 above

## UC-4

<b>Use Case UC-4:</b>	<b><u>RetireUser</u></b>	
<b>Related Requirements:</b>	REQ1,REQ2,REQ3,REQ7 stated in the table of <u>REQs</u>	
<b>Initiating Actor:</b>	Any of: Landlord	
<b>Actor's Goal:</b>	Retire an existing user account and disable access.	
<b>Participating Actors:</b>	Database, Landlord	
<b>Preconditions:</b>	• Landlord is accessible to database, the user account is stored in the database	
<b>Postconditions:</b>	Refresh and save database	
<b>Flow of Events for Main Success Scenario:</b>		
➡	1.	Landlord clicks the hyperlink " <u>RetireUser</u> "
⬅	2.	System prompts for the search criteria
➡	3.	Landlord specifies the search criteria and submits
⬅	4.	System prepares a database query that best matches the actor's search criteria and retrieves the records from the Database
➡	5.	Database returns the matching records
➡	6.	Landlord check the user information and click "Delete"
⬅	7.	System (a)update this modification to the database (b)signals completion

## 任务3： Write the acceptance tests for UC-1 and UC-4

### UC-1

<b>Test-case Identifier:</b>	<b>TC-1</b>
<b>Use Case Tested:</b>	UC-1, main success scenario, and UC-7
<b>Pass/fail Criteria:</b>	The test passes if the user enters a key that is contained in the database, with less than a maximum allowed number of unsuccessful attempts
<b>Input Data:</b>	Bluetooth signal, door identifier
<b>Test Procedure:</b>	<b>Expected Result:</b>
Step 1. Turn on Bluetooth on an unauthorized user's phone and approach the door lock	System beeps to indicate failure;records unsuccessful attempt in the database;prompts the user to try again
Step 2. Turn on the Bluetooth on the authorized user's phone and approach the door lock	System flashes a green light to indicate success;records successful access in the database;disarms the lock device

### UC-4

<b>Test-case Identifier:</b>	<b>TC-4</b>
<b>Use Case Tested:</b>	UC-4
<b>Pass/fail Criteria:</b>	The test passes if the landlord retire the user and then the user can not unlock the door
<b>Input Data:</b>	Bluetooth signal, user identifier
<b>Test Procedure:</b>	<b>Expected Result:</b>
Step 1. Turn on Bluetooth on an authorized user's phone and approach the door lock	System flashes a green light to indicate success;records successful access in the database;disarms the lock device
Step 2. retire the aunthorized user above and use his/her pthone to unlock the door	System beeps to indicate failure;records unsuccessful attempt in the database;prompts the user to try again