

# Use Case: StartSimulation

**Summary:** How a simulation is started

**Priority:** high

**Extends:** None

**Includes:** ChangeEnvironment, MarkCar, Pause, EndSimulation

**Participators:** One user

## Normal flow of events

	Actor	System
1	The user presses the start button in the menu or in the start screen	
2		Application will show a dialog of the random environment variables for the current simulation and lets the user change any of these before the simulation starts.
3	The user leaves everything as is and presses start simulation	
4		The dialog disappears and the simulation starts running at the speed that was stated in the environment dialog drawing the map and the number of cars stated in the environment variables that will begin to move across the map.

## Alternate flow

### Flow 2.1 Environment change

	Actor	System
2.1	The user presses the start button in the menu or in the start screen	
2.2		Application will show a dialog of the random environment variables for the current simulation and lets the user change any of these before the simulation starts.
2.3	The user changes some or every variable and presses start simulation	
2.4		The dialog disappears and the simulation starts running at the new speed that was stated in the environment dialog drawing the map and the new number of cars stated in the environment variables that will begin to move across the map.

### Exceptional flow

	Actor	System
1.1	The user presses the start button in the menu or in the start screen	
1.2		Application will show a dialog of the random environment variables for the current simulation and lets the user change any of these before the simulation starts.
	The user changes some or every variable to an invalid input and presses start simulation	
		Application opens dialog explaining what inputs where invalid and what is expected in each variable that failed.
	The user clicks on OK	
		The same dialog with the virables is shown again and the user can now hopefully fill in with correct values.