Analysis Sequence Diagrams with Descriptions
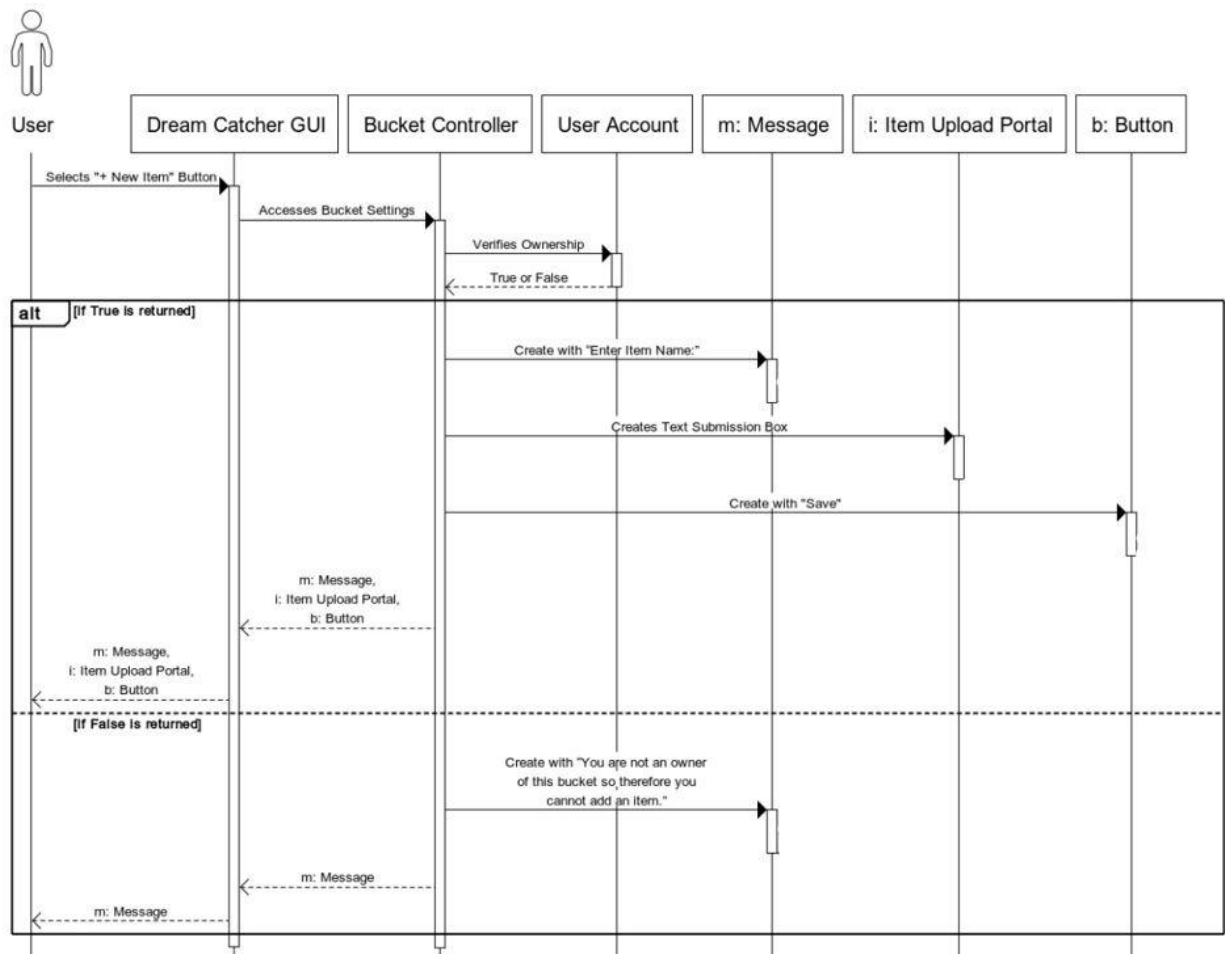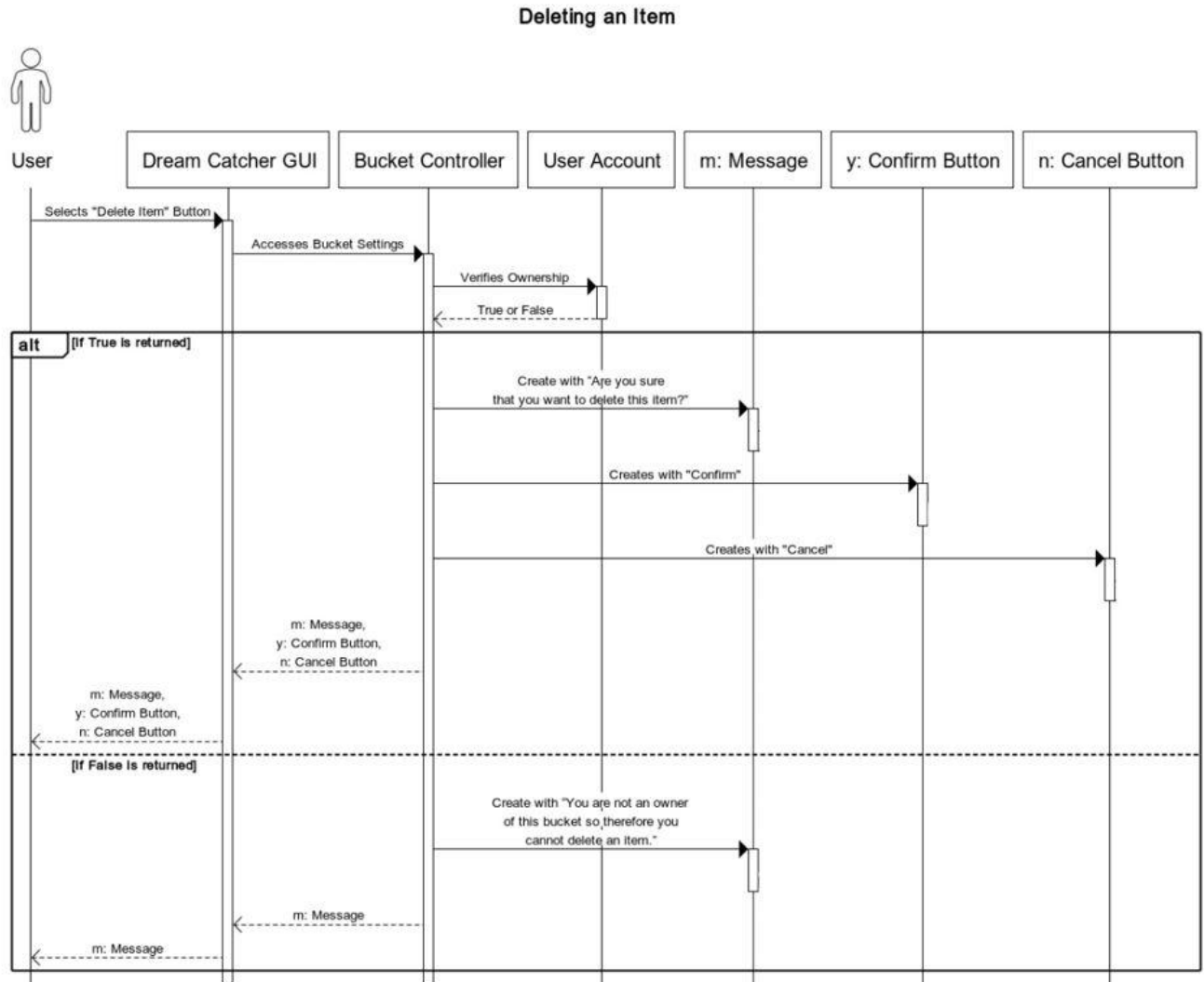
Creating an Item

Description for above Analysis Sequence Diagram. This is a non-trivial step since the processes depend on if the user is an owner of the bucket.

	Subject	Action	Other Objects/Data	Object Acted Upon
3	User	Selects	"+ New Item" button	Dream Catcher GUI
4.1	Dream Catcher GUI	Accesses	Bucket Settings	Bucket Controller
4.2	Bucket Controller	Verifies	Ownership	User Account
4.2.1	User Account	Returns	TRUE or FALSE	Bucket Controller
4.3	If TRUE is returned then			
4.4	Bucket Controller	Creates	"Enter Item Name:"	Message

4.4.1	Bucket Controller	Creates	Text Submission Box	Item upload portal
4.4.2	Bucket Controller	Creates	Button with text "Save"	Button
4.4.3	Bucket Controller	Returns	Message, Item upload portal, and Save Button	Dream Catcher GUI
4.5	Dream Catcher GUI	Displays	Message, Item upload portal, and Save Button	User
4.6	Else if FALSE is returned then			
4.7	Bucket Controller	Creates	"You are not an owner of this bucket so therefore you cannot add an item."	Message
4.7.1	Bucket Controller	Returns	Message	Dream Catcher GUI
4.8	Dream Catcher GUI	Displays	Message	User

Deleting an Item

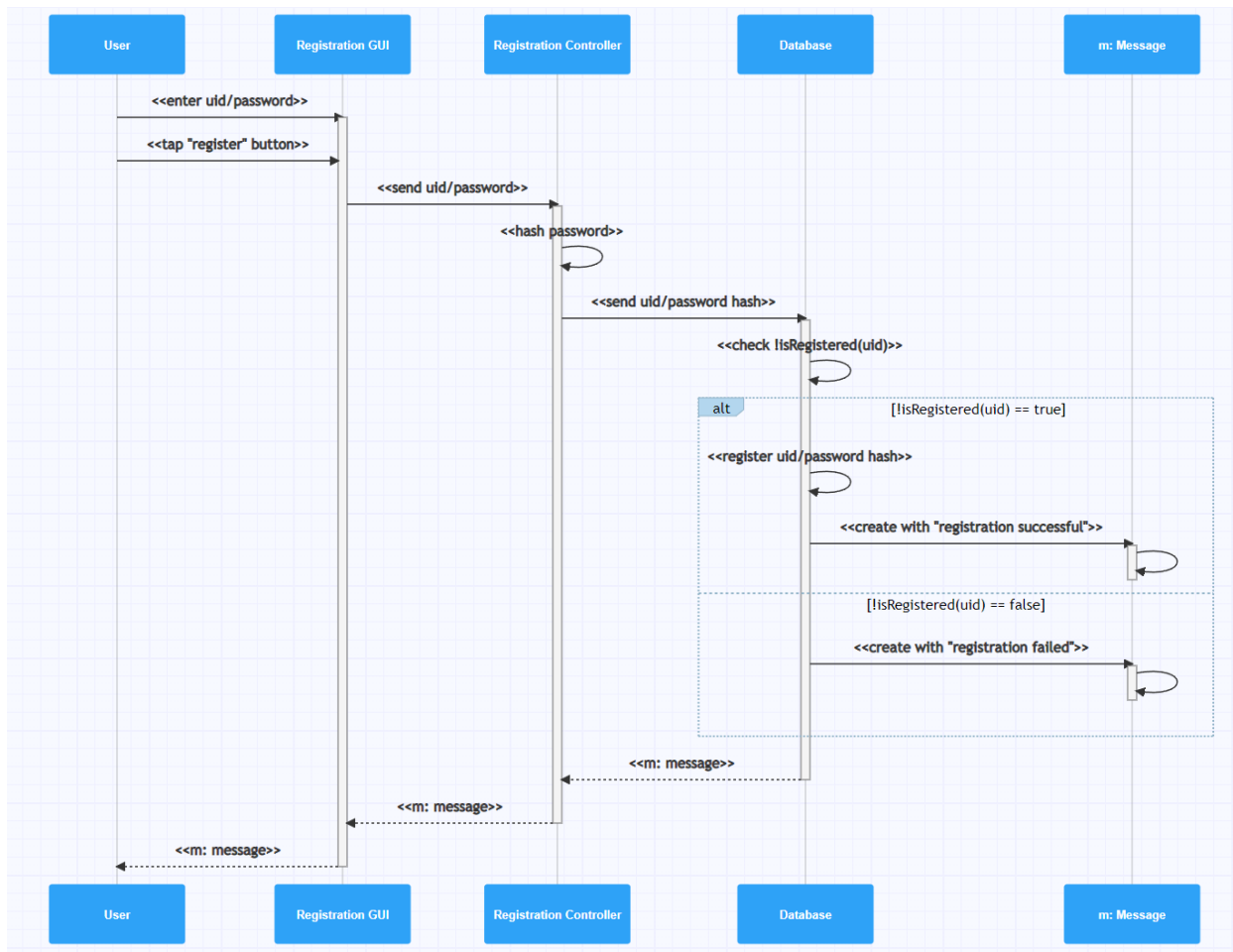

Description for above Analysis Sequence Diagram. This is a non-trivial step since the processes depend on if the user is an owner of the bucket.

	Subject	Action	Other Objects/Data	Object Acted Upon
3	User	Selects	"Delete Item" button	Dream Catcher GUI
4.1	Dream Catcher GUI	Accesses	Bucket Settings	Bucket Controller
4.2	Bucket Controller	Verifies	Ownership	User Account
4.2.1	User Account	Returns	TRUE or FALSE	Bucket Controller
4.3	If TRUE is returned then			

|				
4.4	Bucket Controller	Creates	"Are you sure that you want to delete this item?"	Message
4.4.1	Bucket Controller	Creates	Button with text "Confirm"	Confirm button
4.4.2	Bucket Controller	Creates	Button with text "Cancel"	Cancel Button
4.4.3	Bucket Controller	Returns	Message, Confirm Button and Cancel Button	Dream Catcher GUI
4.5	Dream Catcher GUI	Displays	Message, Confirm Button and Cancel Button	User
4.6	Else if FALSE is returned then			
4.7	Bucket Controller	Creates	"You are not an owner of this bucket so therefore you cannot delete the item."	Message
4.7.1	Bucket Controller	Returns	Message	Dream Catcher GUI
4.8	Dream Catcher GUI	Displays	Message	User

Creating an Account

Description for above Analysis Sequence Diagram. This is a non-trivial step because the app will not let a user create an account with an uid that already exists

	Subject	Action	Other Objects/Data	Object Acted Upon
3.1	User	Enters	UID/Password	Registration GUI
3.2	User	Taps	"Register" Button	Registration GUI
4.1	Registration GUI	Sends	Username/Password	Registration Controller
4.2	Registration Controller	hashes	password	Registration controller
4.3	Registration Controller	Sends	UID/Password Hash	Database

|			
4.4	Database	Checks	!isRegistered(UID)	Database
5.1	If TRUE			
5.1.1	Database	Registers	UID/Password Hash	Database
5.1.2	Database	Creates	"Registration successful	Message
5.2.1	Else if FALSE			
5.2.2	Database	Creates	"Registration failed"	Message
6.1	Database	Sends	Message	Registration Controller
6.2	Registration Controller	Sends	Message	Registration GUI
6.3	Registration GUI	Displays	Message	User

Setting Profile Picture
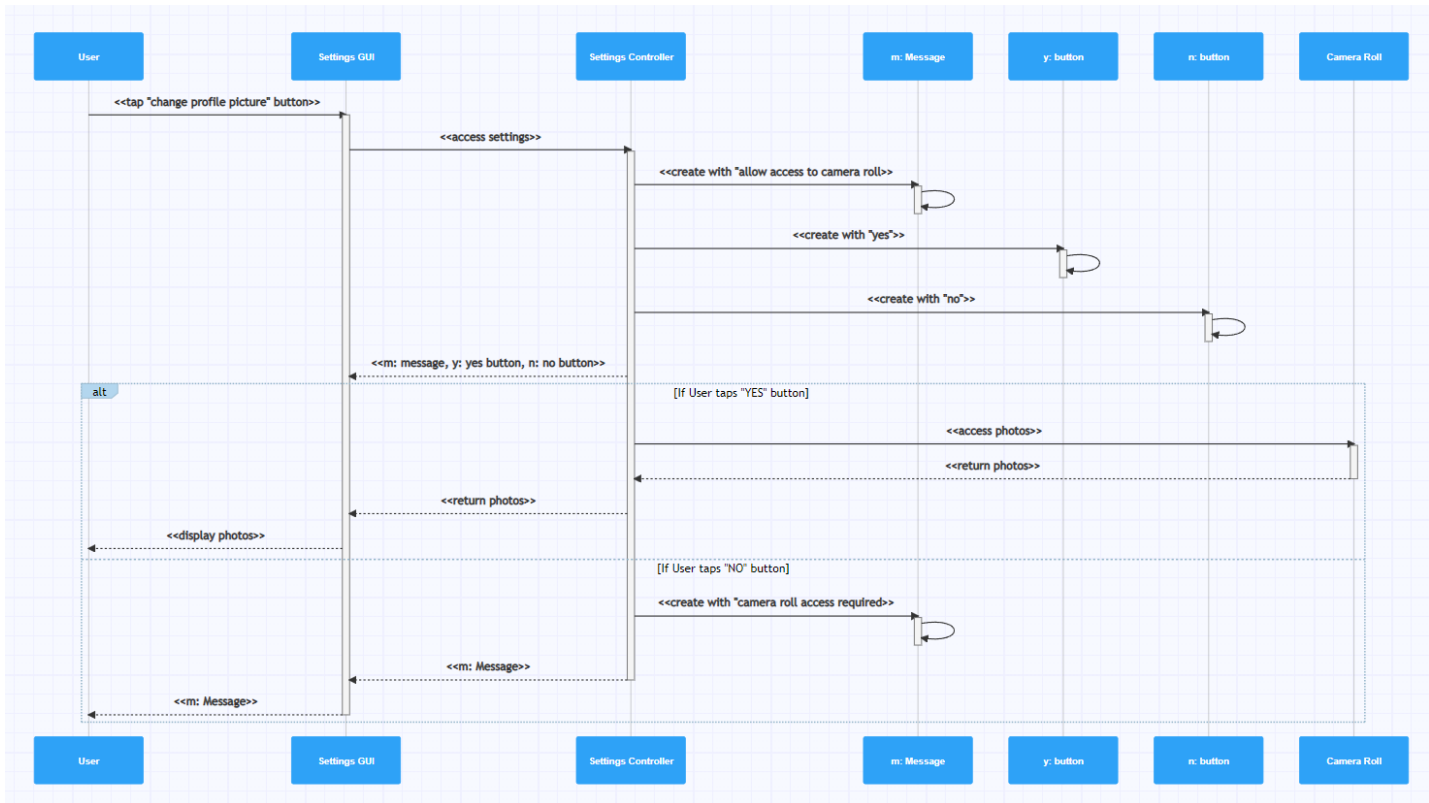
Description for above Analysis Sequence Diagram. This is a non trivial step because if a user denies access to their camera roll the app will not be able to access their photos

	Subject	Action	Other Objects/Data	Object Acted Upon
5	User	Taps	"Change Profile Picture" Button	Settings GUI
6.2	Settings GUI	Accesses		Settings Controller
6.2.1	Settings Controller	Creates	"Allow Access to Camera Roll"	Message
6.2.2	Settings Controller	Creates	Button with text "Yes"	Button
6.2.3	Settings Controller	Creates	Button with text "No"	Button
6.2.4	Settings Controller	Returns	Message, Yes Button, No Button	Settings GUI
6.3.1	If User taps YES			

6.3.2	Settings Controller	Accesses		Camera Roll
6.2.3	Camera Roll	Returns	Photos	Settings Controller
6.2.4	Settings Controller	Returns	Photos	Settings GUI
6.3	Settings GUI	Displays	Photos	User
6.4.1	Else if user taps NO			
6.4.2	Settings Controller	Creates	"Camera Roll Access Required"	Message
6.5	Settings Controller	Returns	Message	Settings GUI
6.6	Settings GUI	Displays	Message	User

Sharing a bucket
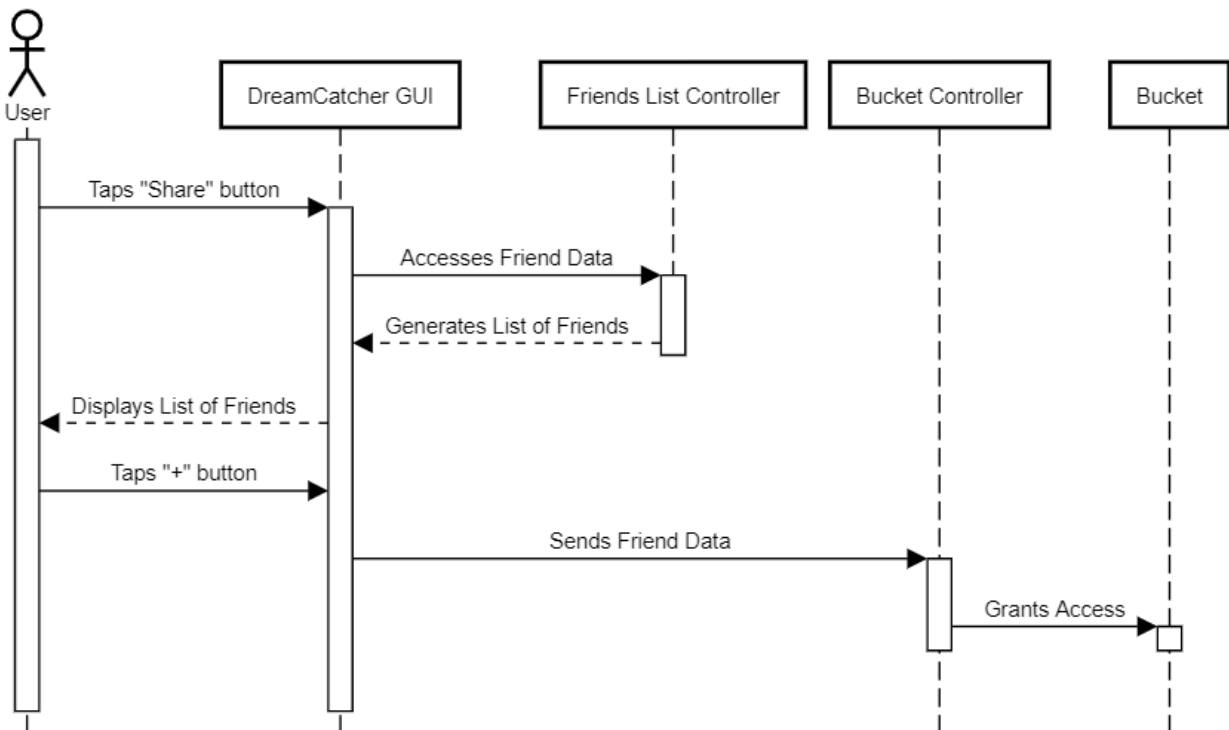
Description for above Analysis Sequence Diagram.

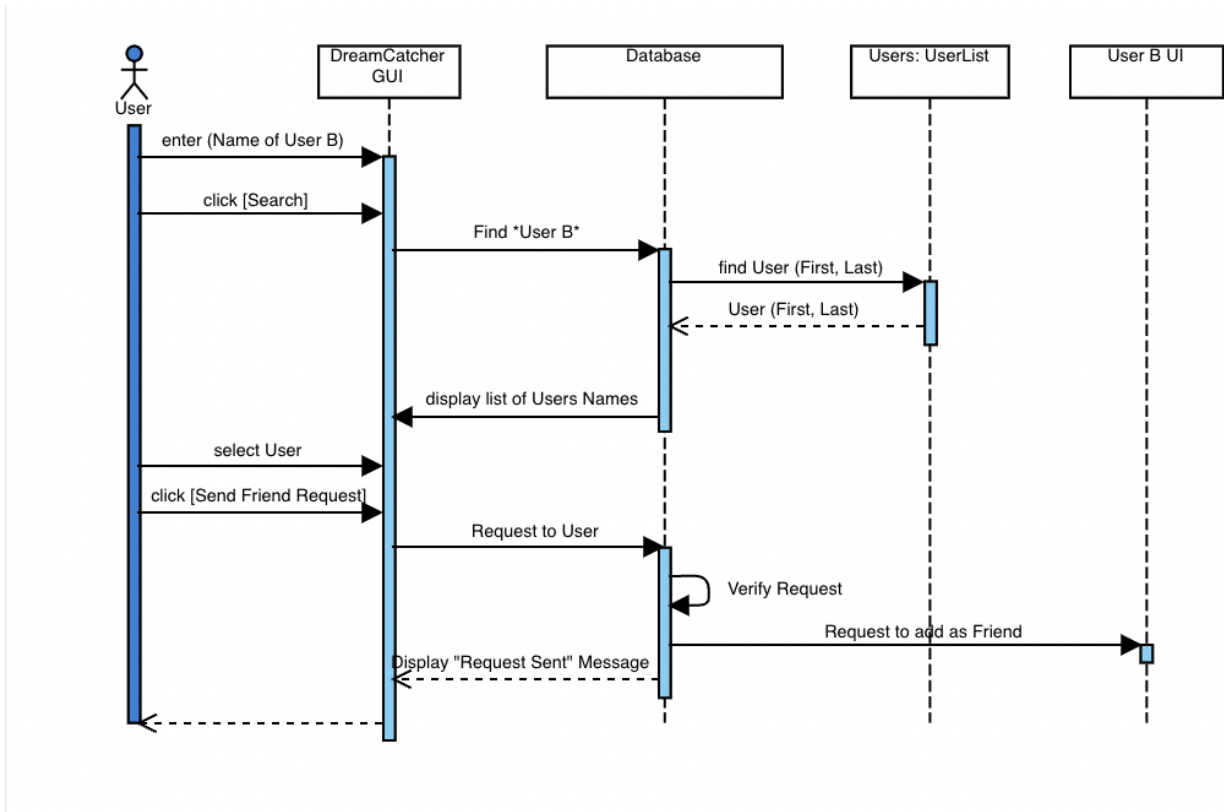|	Subject	Action	Other Objects / Data	Object Acted Upon
3	User	Taps	"Share" button	DreamCatcher GUI
4.1	Dream Catcher GUI	Accesses	Friend Data	Friends List Controller
4.2	Friends List Controller	Generates List of Friends	Friend Data	DreamCatcher GUI
4.3	DreamCatcher GUI	Displays	Friends List	User
5.1	User	Taps	"+" button next to friends name	DreamCatcher GUI
5.2	DreamCatcher GUI	Sends	Friend Data	Bucket Controller
5.2	Bucket Controller	Grants Access	Bucket Data	Bucket

Change Privacy Settings
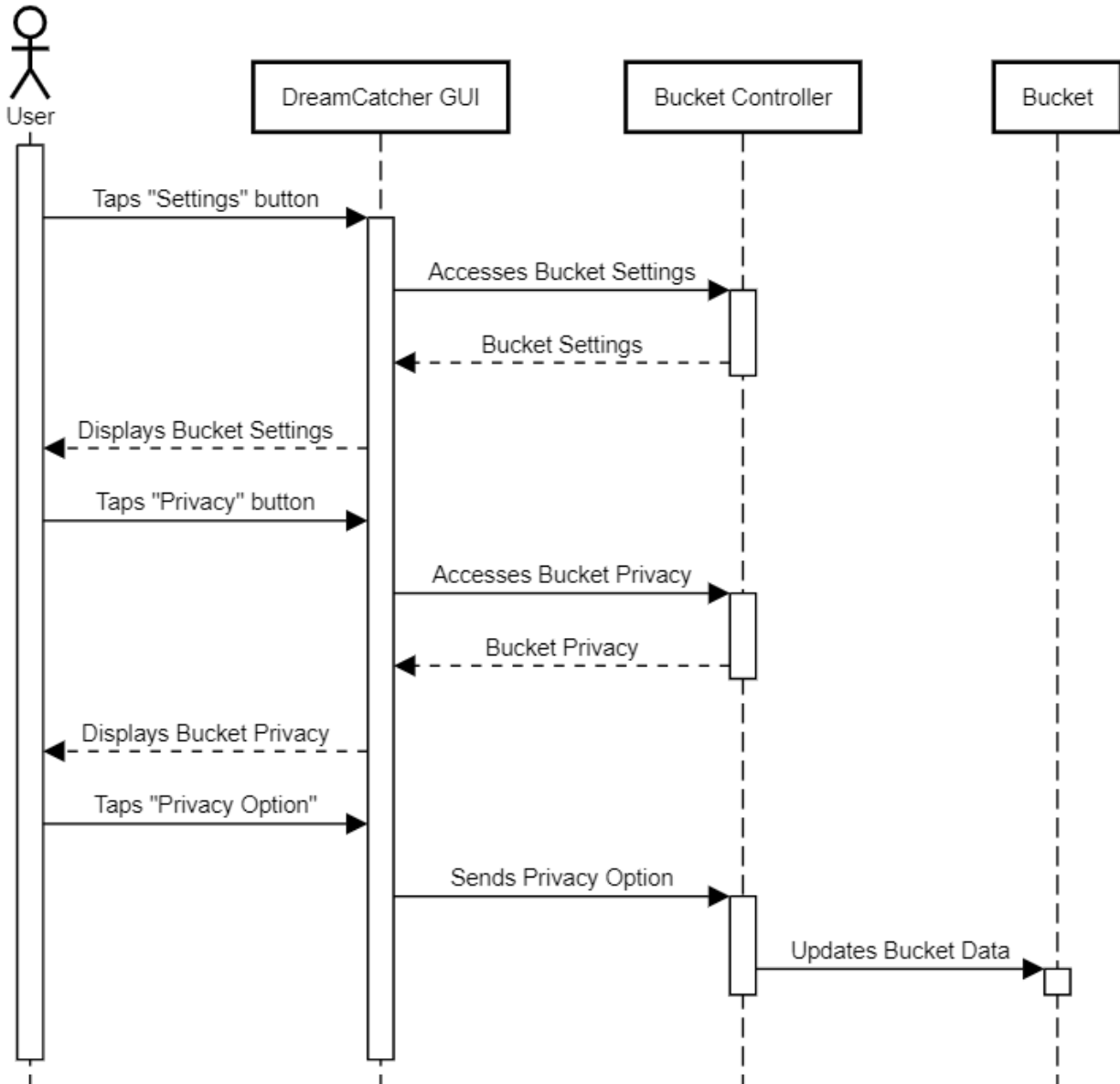
Description for above Analysis Sequence Diagram.

	Subject	Action	Other Objects / Data	Object Acted Upon
1	User	Taps	"Settings" button	DreamCatcher GUI
2.1	DreamCatcher GUI	Accesses	Bucket Settings	Bucket Controller
2.2	Bucket Controller	Gathers Data	Bucket Settings	DreamCatcher GUI
2.3	DreamCatcher GUI	Displays	Bucket Settings	User
3	User	Taps	"Privacy" button	DreamCatcher GUI
4.1	DreamCatcher GUI	Accesses	Bucket Privacy	Bucket Controller

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4.2	Bucket Controller	Gathers Data	Bucket Privacy	DreamCatcher GUI
4.3	DreamCatcher GUI	Displays	Bucket Privacy	User
5.1	User	Taps	"Privacy Option"	DreamCatcher GUI
5.2	DreamCatcher	Sends	Privacy Option	Bucket Controller
5.3	Bucket Controller	Updates Bucket Data	Privacy Option	Bucket

Send Friend Request

Description for above Analysis sequence diagram.

	Subject	Action	Other Objects / Data	Object Acted Upon
1	User	Taps	"Search" Bar	DreamCatcher GUI
1.2	User	Types	Users Name	DreamCatcher GUI
1.3	User	Taps	"Search"	DreamCatcher GUI
2	DreamCatcher GUI	Accesses	User Info	Database
2.1	Database	Locates	Correct User Info	User List
2.2	UserList	Pushes	User Info	Database

2.3	Database	Displays	List of matching names	User
3	User	Taps	Intended User Name to Friend	DreamCatcher GUI
3.1	User	Taps	"Send Friend Request"	DreamCatcher GUI
4	DreamCatcher GUI	Access	Selected User Info	Database
4.1	Database	Verifies	User Information	Database
4.2	Database	Pushes	FriendRequest	UserB UI
4.2	DreamCatcher	Displays	"Request Sent" Message	User

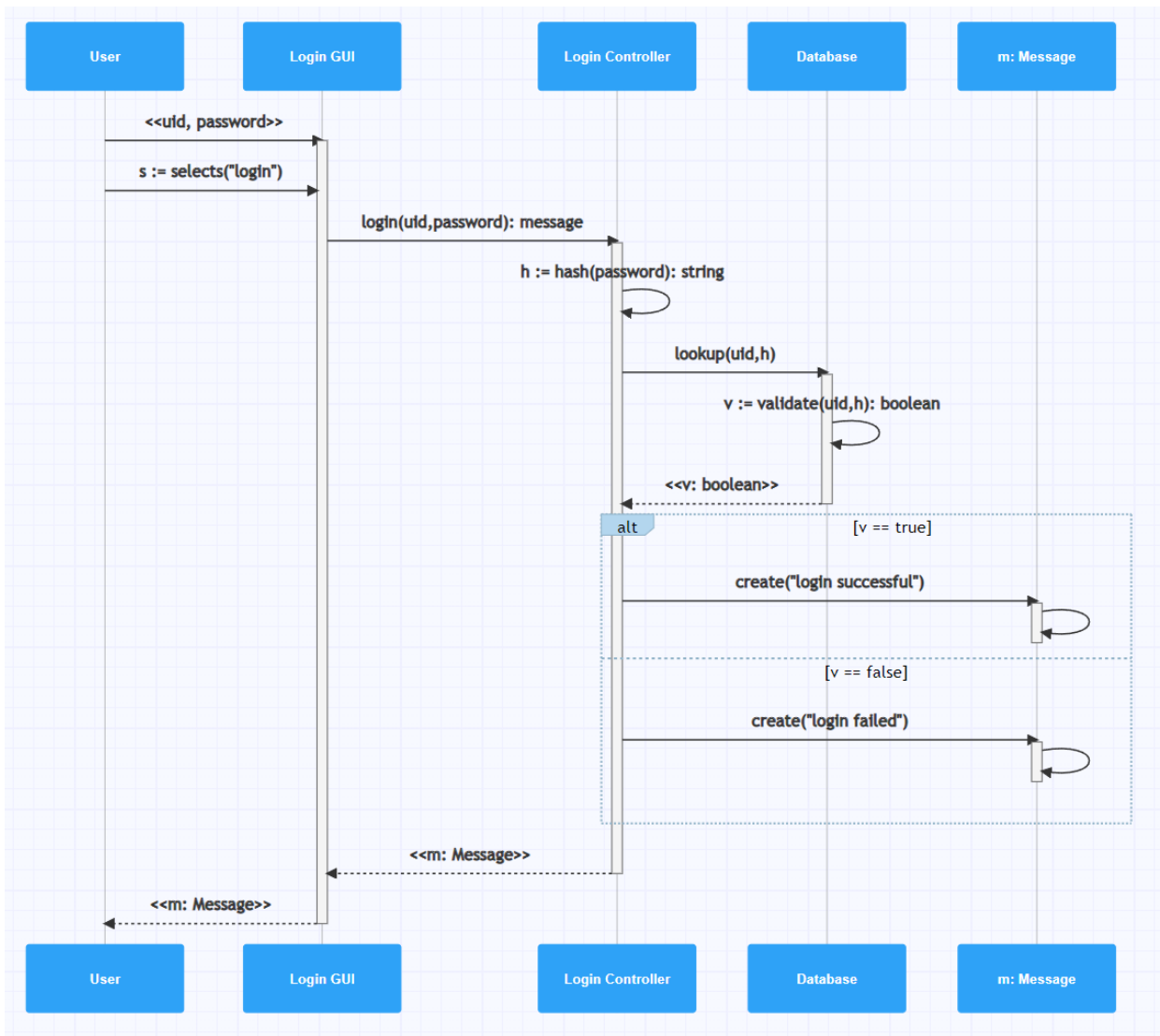## Design Sequence Diagrams

Creating an Item
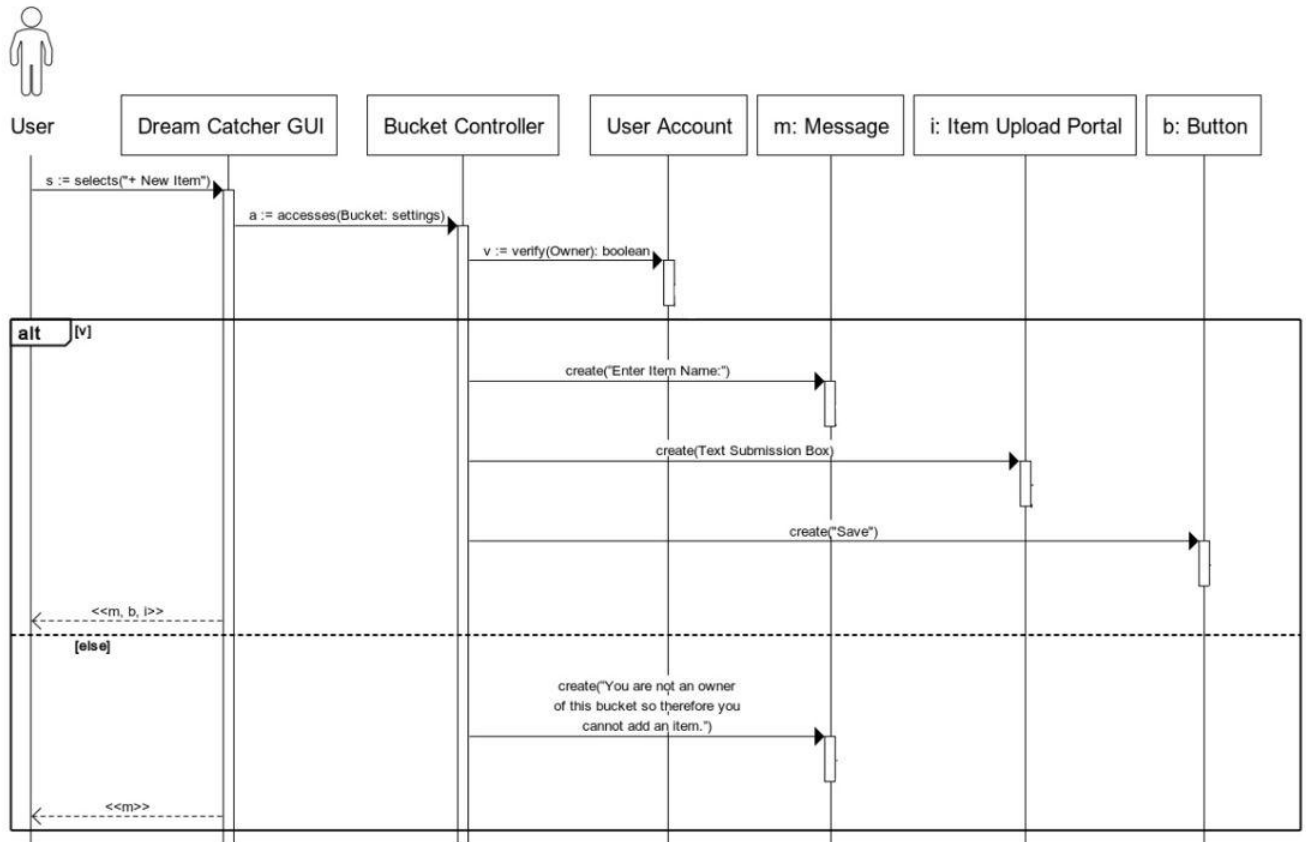
Sharing a Bucket
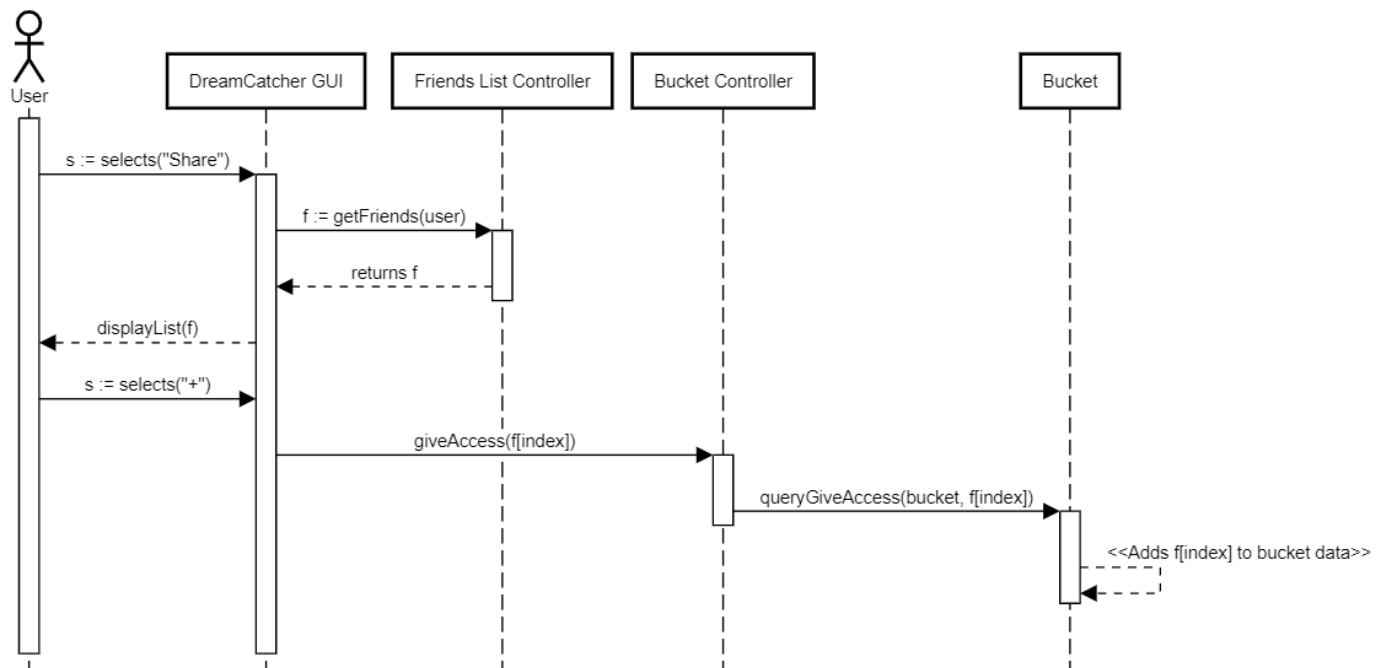
Design Sequence Diagram for the "Logging In"

From use case "Logging In" This is a non-trivial step because a user who enters an incorrect uid/password combination will not successfully login.

	Subject	Action	Other Objects/Data	Object Acted Upon
3	User	Enters	UID/Password	Login GUI
4	User	Taps	"Login" Button	Login GUI
5.1.1	Login GUI	Sends	UID/Password	Login Controller

5.1.2	Login Controller	Hashes	Password	Login Controller
5.1.3	Login Controller	Sends	UID/Password Hash	Database
5.2	Database	Validates	UID/Password Hash	Database
5.2.1	Database	Sends	Validation	Login Controller
5.3	If validation is TRUE			
5.3.1	Login Controller	Creates	"Login successful"	Message
5.4	If validation is FALSE			
5.4.1	Login Controller	Creates	"Login failed"	Message
5.5	Login Controller	Sends	Message	Login GUI
5.6	Login GUI	Displays	Message	User