**Social Lite**

Group member: Archit Sood, Bingqing Huang, Gaurav Wadhwani, Weidong Li

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| Use Case Name: Social Lite use case |

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| **Use Case Name**  *Give a short descriptive name for the use case to serve as a unique identifier. Consider goal-driven use case name.*  Profile Creation/Maintenance  Social Meet up recommendation system  User Dashboard |
| **Goal**  *The goal briefly describes what the user intends to achieve with this use case.*  The user will create a profile and based on his interest, the system will recommend meet ups. |
| **Summary**  *Give a summary of the use case to capture the essence of the use case (no longer than a page). It provides a quick overview and includes the goal and principal actor.*  A user will create a profile and submit his interest, likes and dislikes. Based on that the system will find users with similar interest. The user can then filter the list based on age, location and any other personal interest and the system will give the recommendation based on that. It will then send a request to all users and if the acceptance percentage is more than 75 then it will create an event and send it to all accepted users. |
| **Actors**  *List actors, people or things outside the system that either acts on the system (primary actors) or is acted on by the system (secondary actors). Primary actors are ones that invoke the use case and benefit from the result. Identify sensors, models, portals and relevant data resources. Identify the primary actor and briefly describe role.*  Primary: Account user  The actor can create a profile, update interests, likes, dislikes, filter users and accept or decline invites.  Secondary: System  Based on the input from the user, the system will search for users with similar interest and recommend for a meet up. |
| **Preconditions**  *Here we state any assumptions about the state of the system that must be met for the trigger (below) to initiate the use case. Any assumptions about other systems can also be stated here, for example, weather conditions. List all preconditions.*   1. User must have an account and a profile. |
| **Triggers**  *Here we describe in detail the event or events that brings about the execution of this use case. Triggers can be external, temporal, or internal. They can be single events or when a set of conditions are met, List all triggers and relationships.*   1. Trigger to create profile. 2. Trigger to filter users. 3. Trigger to send invites. 4. Trigger to accept or decline invites. |
| **Basic Flow**  *Often referred to as the primary scenario or course of events. In the basic flow we describe the flow that would be followed if the use case where to follow its main plot from start to end. Error states or alternate states that might be highlighted are not included here. This gives any browser of the document a quick view of how the system will work. Here the flow can be documented as a list, a conversation or as a story.(as much as required)*   1. A user creates an account. (Fills in basic details) 2. A user completes his profile. (Fills in his interests, likes and dislikes) 3. System search different users based on similar interest. 4. A user can send invites for meet up. 5. A user can accept or decline an invite. |
| ***Alternate Flow***  *Here we give any alternate flows that might occur. May include flows that involve error conditions. Or flows that fall outside of the basic flow.*   1. A user can see a list of all the invites |
| **Post Conditions**  *Here we give any conditions that will be true of the state of the system after the use case has been completed.*   1. Based on the user selection whether to accept or decline the invite, the user’s response is stored in database and event is created/dropped. |
| ***Activity Diagram***  *Here a diagram is given to show the flow of events that surrounds the use case. It might be that text is a more useful way of describing the use case. However often a picture speaks a 1000 words.*  C:\Users\Sood\Downloads\Flow-Social meet up - ERD (1).jpeg |
| **Notes**  *There is always some piece of information that is required that has no other place to go. This is the place for that information.* |
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***Resources***

*In order to support the capabilities described in this Use Case, a set of resources must be available and/or configured. These resources include data and services, and the systems that offer them. This section will call out examples of these resources.*

**Data(Stored in database):**

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| Data | Type | Description |
| User | Table | Store user information |
| Interest | Table | Store user interest information |
| User\_vs\_Interest | Cross Table | Store relations between users and interests |
| Event | Table | Store Event(meetup) information |
| User\_vs\_Event | Cross Table | Store relations between users and events |
| Invitations | Table | Store invitation information |