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| **Use Case Name** | | | View Movie Projections (UC05) |
| **Brief Description** | | | |
| This use case describes the steps that need to be followed, so that the projections of a movie can be displayed on screen, for the user to see. The projections include information such as time and place. | | | |
| **Flow of Events** | | | |
| **Basic Flow** | | | |
| 1 | User selects to see the movie projections. | | |
| 2 | The Movie Page Boundary calls ask the Movie Controller for the projections’ information. | | |
| 3 | The Movie Controller retrieves the projections’ information from the selected Movie Entity. | | |
| 4 | The Movie Entity returns the information to the Movie Controller. | | |
| 5 | The Movie Controller returns the information to the Movie Boundary. | | |
| 6 | The Movie Boundary displays the projections. | | |
| **Preconditions** | | A movie must have been selected before-hand at a previous Use Case so that a Movie entity is temporarily stored and ready to give necessary information. | |
| **Post-Conditions** | |  | |