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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 | A method is called from the movie entity that had already been selected at previous UC | | |
| 3 | The method returns the projections as information | | |
| 4 | The projections information gets passed as an argument into another method of the Projections Page UI element. | | |
| 5 | The Projections Page uses the projections argument to display the corresponding information. | | |
| **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** | |  | |