UML Use Case 02 – Add or Remove Shapes

Use Case Number	02
Application	2D Graphics Modeler (Super Scrum)
Use Case Name	Add or Remove Shapes
Use Case Description	The actor can add or remove shapes including texts being rendered
Primary Actor	2D Graphics Modeler Administrator
Precondition	• Initialize shape list • Actor is logged in as Administrator
Trigger	The actor can select the option to add or remove shapes on the canvas
Basic Flow	1. Actor navigates to the File tab in the menu bar 2. Actor selects Log In in the drop down menu 3. Actor logs into Administrator account 4. Actor navigates to the shape menu 5. Actor adds a shape from the shape menu 6. Actor selects shape from canvas 7. Actor deletes shape from shape menu
Alternate Flows	• Actor can create a shape or use an existing one from the shape menu