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| **Use Case “View homepage”**   1. **Use case code**   UC005   1. **Brief Description**   This use case describes the interaction between user(s) and PurrPost when user(s) wish(es) to view homepage.   1. **Actors**    1. **User** 2. **Preconditions** 3. **Basic Flow of Events** 4. User selects homepage or refreshes the homepage. 5. The software selects 5 random posts with high engagement and within current week. 6. The software selects 10 similar posts based on what user liked. 7. The software displays the selected posts. 8. **Alternative flows** 9. **Input data** 10. **Output data** 11. **Postconditions** |

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| **Use Case “Write reply”**   1. **Use case code**   UC001   1. **Brief Description**   This use case describes the interaction between user(s) and PurrPost when user(s) wish(es) to reply to a post.   1. **Actors**    1. **User** 2. **Preconditions**  * User is already logged in.  1. **Basic Flow of Events** 2. User select reply to post 3. The PurrPost Software calls UC “Write post”. 4. **Alternative flows**   Table 1-Alternative flows of events for UC Place order   |  |  |  |  |  | | --- | --- | --- | --- | --- | | **No** | **Location** | **Condition** | **Action** | **Resume location** | |  | At Step 2 | If user cancels writing reply (UC Write post ends) |  | Use case ends |  1. **Input data**   Input data is shown in UC “Write post”   1. **Output data**   Output data is shown in UC “Write post”   1. **Postconditions** |

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| **Use Case “Edit post”**   1. **Use case code**   UC001   1. **Brief Description**   This use case describes the interaction between user(s) and PurrPost when user(s) wish(es) to edit a post.   1. **Actors**    1. **User** 2. **Preconditions** 3. **Basic Flow of Events** 4. User chooses one of their existing posts to edit. 5. The software gets and displays data of the post. 6. User edits the content of post. (see Table 2) 7. User chooses to post. 8. The software updates new post to database 9. **Alternative flows**   Table 1-Alternative flows of events for UC Place order   |  |  |  |  |  | | --- | --- | --- | --- | --- | | **No** | **Location** | **Condition** | **Action** | **Resume location** | |  | At Step 3 | If user cancels writing post | * End use case | Use case ends | |  | At Step 3 | If the post reaches character limit | * Disable further writing | At Step 2 |  1. **Input data**   Table 2-Input data of writing post   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **No** | **Data fields** | **Description** | **Mandatory** | **Valid condition** | **Example** | |  | Content | Content to write | Yes | Less than 1000 characters | I’m gonna play a game |  1. **Output data** 2. **Postconditions** |

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| **Use Case “Delete post”**   1. **Use case code**   UC002   1. **Brief Description**   This use case describes the interaction between user(s) and PurrPost when user(s) wish(es) to delete their post.   1. **Actors**    1. **User** 2. **Preconditions** 3. **Basic Flow of Events** 4. User navigates to the post to be deleted. 5. User confirms deletion. 6. The software deletes post from database. 7. The software notifies user. 8. **Alternative flows** 9. **Input data** 10. **Output data** 11. **Postconditions** |

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| **Use Case “Follow/Unfollow”**   1. **Use case code**   UC003   1. **Brief Description**   This use case describes the interaction between user(s) and PurrPost when user(s) wish(es) to follow/unfollow a user.   1. **Actors**    1. **User** 2. **Preconditions** 3. **Basic Flow of Events** 4. User clicks the button follow in page of a user. 5. The software checks the state of follow. 6. The software changes state of button 7. The software saves and displays state. 8. **Alternative flows** 9. **Input data** 10. **Output data** 11. **Postconditions** |

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| **Use Case “Like/Dislike”**   1. **Use case code**   UC003   1. **Brief Description**   This use case describes the interaction between user(s) and PurrPost when user(s) wish(es) to like/dislike a post.   1. **Actors**    1. **User** 2. **Preconditions** 3. **Basic Flow of Events** 4. User click the button heart in a post. 5. The software checks the state of the button. 6. The software changes state of button 7. The software saves ad displays. 8. **Alternative flows** 9. **Input data** 10. **Output data** 11. **Postconditions** |