Normal scenario 1:

Use case: Coming into Ushare

Actor: users

Flow of events:

1. Users register through entering username, password, phone number and e-mail

2. Users login through entering username and password

Normal scenario 2:

Use case: Coming into Ushare with registering before

Actor: users

Flow of events:

1. Users login through entering username and password

Normal scenario 3:

Use case: Use Ushare to share position without receiving request

Actor: users

Flow of events:

1. Users can change interface through taping bottom menu button

2. Users can press the button called "share button" in home page to share position

3. Users can press the button again to stop share the position

Normal scenario 4:

Use case: Use Ushare to share position and reject the request from other users

Actor: users

Flow of events:

1. Users can change interface through taping bottom menu button

2. Users can press the button called "share button" in home page to share position

3. Users get a request from other people through app push

4. Users reject the request through taping the refuse button

5. Users can press the button again to stop share the position

Normal scenario 5:

Use case: Use Ushare to share position and accept the request from other users

Actor: users

Flow of events:

1. Users can change interface through taping bottom menu button

2. Users can press the button called "share button" to share position

3. Users get a request from other people through app push

4. Users accept the request through taping the accept button

5. There is an app push which is send to users

6. Users can tap the push to see the contacts of the person

7. Users can tap the telephone to call the person or tap the e-mail address to send e-mail directly

8. Users can press the button again to stop share the position

Normal scenario 6:

Use case: Use Ushare to search people for help and be rejected by others

Actor: users

Flow of events:

1. Users can change interface through taping bottom menu button

2. Users can shake the phone to search for the people nearby

3. Users will the a list of all people nearby

4. Users can select a person to send request

5. Users can enter some information including location and time

6. Users tap send button to send the message

7. If receivers reject the request; users will receive an app push

8. Users tap the OK button to return superior interface

Normal scenario 7:

Use case: Use Ushare to search people for help and be received by

others

Actor: users

Flow of events:

1. Users can change interface through taping bottom menu button

2. Users can shake the phone to search for the people nearby

3. Users will the a list of all people nearby

4. Users can select a person to send request

5. Users can enter some information including location and time

6. Users tap send button to send the message

7. If receivers accept the request, users will receive two app push

8. Users tap the OK button of system push to reture superior interface

9. Users can tap the users' push to see the contacts of receiver

10. Users can tap the telephone to call the person or tap the e-mail address to send e-mail directly

Normal scenario 8:

Use case: Use Ushare to check messages

Actor: users

Flow of events:

1. Users can tap SMS button to jump into message page

2. Users can check all the message in message page

3. Users can click each message to see the detailed information of it

Normal scenario 9:

Use case: Use Ushare to delete messages

Actor: users

Flow of events:

1. Users can tap SMS button to jump into message page

2. Users can check all the message in message page

3. Users can slide the information to delete it

Normal scenario 10:

Use case: Use Ushare to check and modify personal information

Actor: users

Flow of events:

1. Users can tap me button to jump into me page

2. Tap the telephone, e-mail, what's up and gender elements of list into a modify page

3. Users can modify phone number. e-mail and gender in edit text area

4. Through taping save button to save the modified information

5. Through taping the back button of phone without saving the modified information

Normal scenario 11:

Use case: Use Ushare to see more information

Actor: users

Flow of events:

1. Users can tap more button to jump into more page

2. Tap the BSSID elements of list to show current BSSID

3. Tap the contact us elements of list to jump into the new page

4. Users can see contact information of Ushare in the new page

Normal scenario 12:

Use case: Users log out

Actor: users

Flow of events:

1. Users can tap more button to jump into more page

2. Users tap log out button to log out Ushare

Normal scenario 13:

Use case: Users check updates

Actor: users

Flow of events:

1. Users can tap more button to jump into more page

2. Users can see the version information in more page

3. Users tap check update to check whether the app has been updated

Exception scenario 1:

Use case: Coming into Ushare

Actor: users

Exception:

Forget to login: The user enters into the App directly without login

Flow of events:

1. The users click into Ushare without login;

2. The system shows the interface to users normally;

3. The users press the share button on the home interface or shake the phone or check the message on the mail interface or check the personal information in the me interface;

4. The system reminds users to login firstly by popping the landing box before they use the main function of the App;

Exception scenario2:

Use case: Users want to share position or find people nearby

Actor: users

Exception:

Forget to connect the WIFI of XJTLU: The users enter into Ushare without connecting the campus wireless.

Flow of events:

1. The users click into Ushare without connecting the campus wireless in XJTLU but connect to the CMCC;

2. The system reminds users to fill in the login information to use CMCC by popping the login interface to users;

3. The users cancel the login to connect CMCC, then connect the campus wireless, such as XJTLU-S2;

4. The system restores to normal operation;

Exception scenario3:

Use case: Users want to send message to other people

Actor: users

Exception:

Network delay or tardiness of loading: The users cannot see the other users nearby or the information or message lists cannot be loaded successfully when they are pressed by users.

Flow of events:

1. The users shakes the phone to find other users nearby;

2. The system is unable to display the user list because of the network delay;

3. The users press the backspace key on the bottom of the phone to end the operation;

4. The system returns to the previous interface;

5. The users find some people nearby by shaking then press the list;

6. The system is unable to load out the message of the target because of the network delay;

7. The users press the backspace key on the bottom of the phone to end the operation;

8. The system returns to the previous interface;

Exception scenario4:

Use case: Users use Ushare to share position or shake the phone

Actor: users

Exception:

Users have not connected to wifi

Flow of events:

1. The users click into Ushare without connecting to wifi

2. Users tap the share button or shake the phone on home page

3. A popup window is popped to remind users of connecting to wifi

Exception scenario 5:

Use case: Coming into Ushare with wrong password or wrong username

Actor: users

Flow of events:

1. Users login through entering username and password

2. Users get hints about wrong password or username

3. Users tap the username or password again

Exception scenario 6:

Use case: Use Ushare to check others' contacts after 12 hours

Actor: users

Flow of events:

1. Users can tap SMS button to jump into message page

2. Users can check all the message in message page

3. Users can tap contacts exchange message into detailed page

4. Users cannot see anything about others' contacts after 12 hours