* 1. Interact with friends
     1. Characteristic Information

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| --- | --- |
| Superior business process: | Is main case |
| Goal: | Find / communicate with friends |
| Precondition: | Always when someone starts the program  With internet |
| Postcondition: | Found friends and/or communicated with them |
| Involved User: | One User communicates with another |
| Triggering Event: | At the start of the program |

* + 1. GUI to call the use case

| Input field | Valid inputs |
| --- | --- |
| Name of the GUI field | What are valid inputs and what not. |

# Scenario for the standard use (good case)

| Step | User | Activity |
| --- | --- | --- |
| Start Program | User | Starts the program and uses it. |

* + 1. GUIs for the standard use

| Input Field | Valid Inputs |
| --- | --- |
| MessageTextBox | Valid inputs: String (EN)  Bilder  Dateien |

* + 1. Scenarios for non-standard uses (bad cases or work around cases)
    2. GUIs for the non-standard uses
    3. Workflow