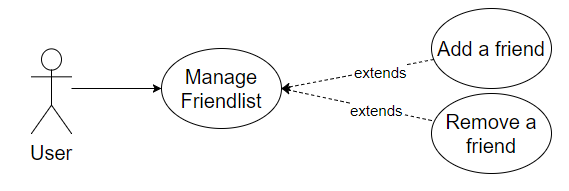
# Manage friendlist



## Characteristic Information

|  |  |
| --- | --- |
| Superior business process: | Is main prozess |
| Goal: | Add friends  Remove friends |
| Precondition: | Has to open the friend list  Navigate through the friend list  Must have the right/viable tag of a friend  You need to have a friend you don’t like anymore |
| Postcondition: | You reworked your friendlist in form of adding or removing friends |
| Involved User: | User: Is able to add or remove another user from his friend list  Friend: is able to accept or decline the friend request |
| Triggering Event: | Opens friendlist and decides if he want to do something |

## GUI to call the use case

| Input field | Valid inputs |
| --- | --- |
| FriendAddTagTextBox | Valid input: a valid tag from your friend  Invalid inputs: no numbers  Non existing tag |
| MessageTextBox | As in interact with friends |

## GUIs for the standard use

| Step | User | Activity |
| --- | --- | --- |
| 1 | User | Start Program |
| 2 | User | Press the add or remove button |

## Scenarios for non-standard uses (bad cases or work around cases)

| Step | User | Activity |
| --- | --- | --- |
| 1 | User |  |
| 2 | User | Press the add or remove button |

## GUIs for the non-standard uses

## Workflow

## Open Points