# Send a message

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| --- | --- |
| Superior business process: | The user opens a chat with a friend |
| Goal: | The user can send a message to his friend |
| Precondition: | The user has a friend to chat with |
| Postcondition: | The users’ friend receives the message |
| Involved User: | A user and his/her friend |
| Triggering Event: | When the user wants to send a massage |

## Characteristic Information

## GUI to call the use case

| Input field | Valid inputs |
| --- | --- |
| Message Textbox | Characters |

## GUIs for the standard use

| Step | User | Activity |
| --- | --- | --- |
| 1 | User | Login |
| 2 | User | Select a friend to chat with |
| 3 | User | Enter message |
| 4 | User | Press Send/Enter |
| 5 | Application | Deliver the message to the friend |

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

## GUIs for the non-standard uses

## Workflow

## Open Points