

Team Import Team Name

Use Cases

1) Composing and Sending an Email

User opens GUI, logs in with their username, and selects which account they want to use. User clicks the compose button and a window to write the email opens. The user writes the email and clicks send.

If the user decides not to send the email, they exit the window and are prompted on whether they truly wish to delete the draft.

2) Reading an Email from an email box

User opens GUI, logs in with their username, and selects which account they want to use. The display shows a list of all their inbox emails. To select a different email box, the name of the box is clicked on. To read an email the email is clicked on.

3) Deleting an Email

User opens GUI, logs in with their username, and selects which account they want to use. The email that is to be deleted is opened like it is being read. The delete button is then clicked and the email is moved to the trash folder.

4) Replying to an Email

User opens GUI, logs in with their username, and selects which account they want to use. The email that is to be replied to is opened like it is being read. The reply button is then clicked and a window opens to compose the reply in. The reply is written and send is clicked.

If the user decides not to send the email, they exit the window and are prompted on whether they truly wish to delete the draft.

5) Adding an Account

User opens GUI and logs in with their username. They click the button to add an account. The user is prompted for what server the account will be on. The account is created and the email address for that account is username@emailserver. The user is then returned to the select account

screen.

If the user tries to add an account that is not unique, they are shown an error message and returned to the select account screen.

If the user decides they do not wish to add an account, they exit and are returned to the select an account screen.

6) Remove an Account

User opens GUI and logs in with their username. They select the account they wish to delete and click the delete button. They are prompted on whether or not they actually wish to delete the account. After a yes/no selection is made the user is returned to the select account screen.

7) Adding a User

The user opens the GUI and clicks add a new user. They are prompted for a username and password. When the user is successfully made, they are logged in and shown the select account screen.

If they try to make a non-unique username, an error message is shown and the user is returned to the user log in screen.

If they decide they don't want to make a new user they exit and are returned to the user log in screen.

8) Removing a User

The user opens the GUI and logs in with their username. On the select account screen, there is a button for deleting the user. When the button is clicked they are prompted on whether or not they truly wish to delete the user. When the username is deleted the user is returned to the user log in screen.

9) Logging out

After the user is logged in, they select the log out button and are prompted on whether or not they truly wish to log out. When logged out, they are returned to the user log in screen.