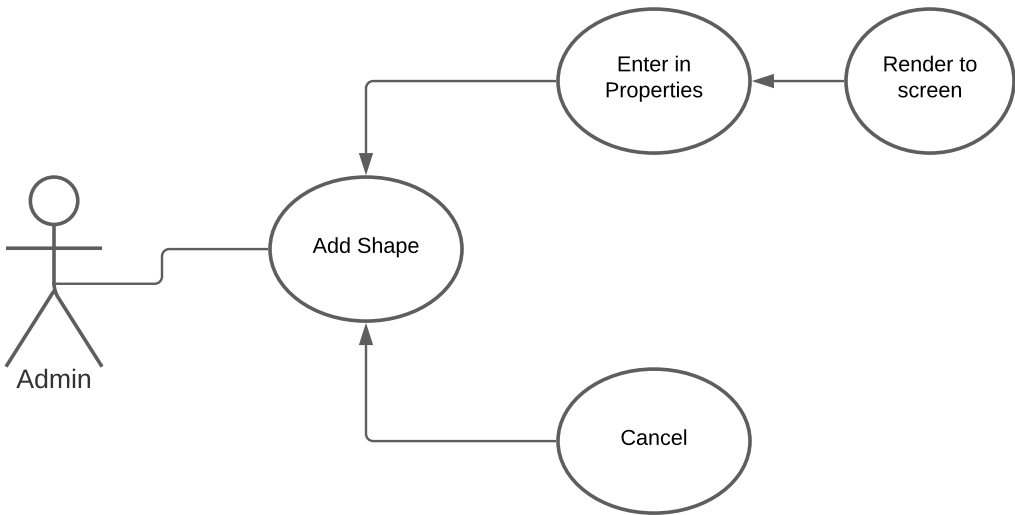


<< component >>

Add Shape

Use Case #01

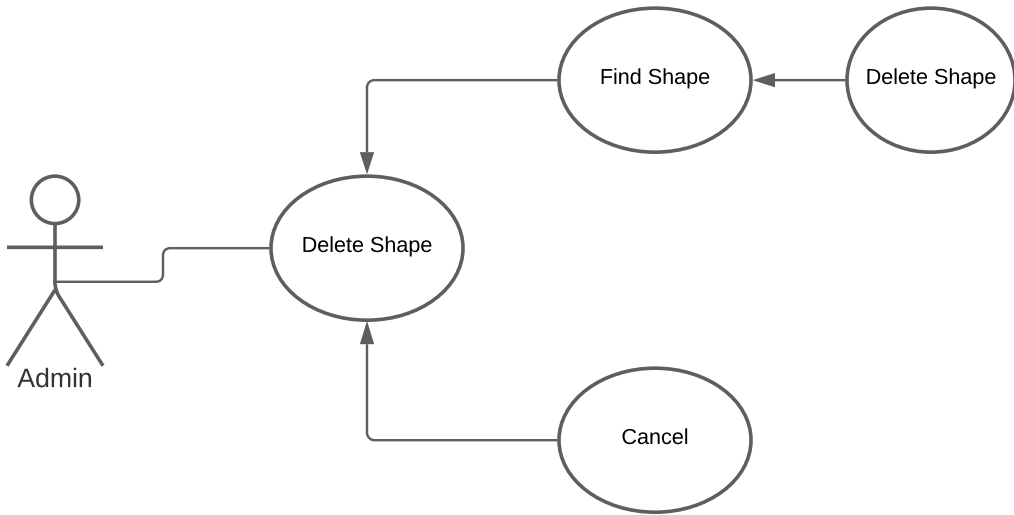


USE CASE #	01
APPLICATION	Shapes Modeler
USE CASE NAME	Add Shape
USE CASE DESCRIPTION	The actor enters in properties of shape to render on screen.
PRIMARY ACTOR	Admin
PRECONDITION	• Initalized canvas
TRIGGER	The user enters in valid properties of shape and presses enter.
BASIC FLOW	1. user enters shape valid shape properties. 2. user presses enter to add shape. 3. shape added to canvas.
ALTERNATE FLOWS	1. User selects cancel, returns to canvas.

<< component >>

Delete Shape

Use Case #02

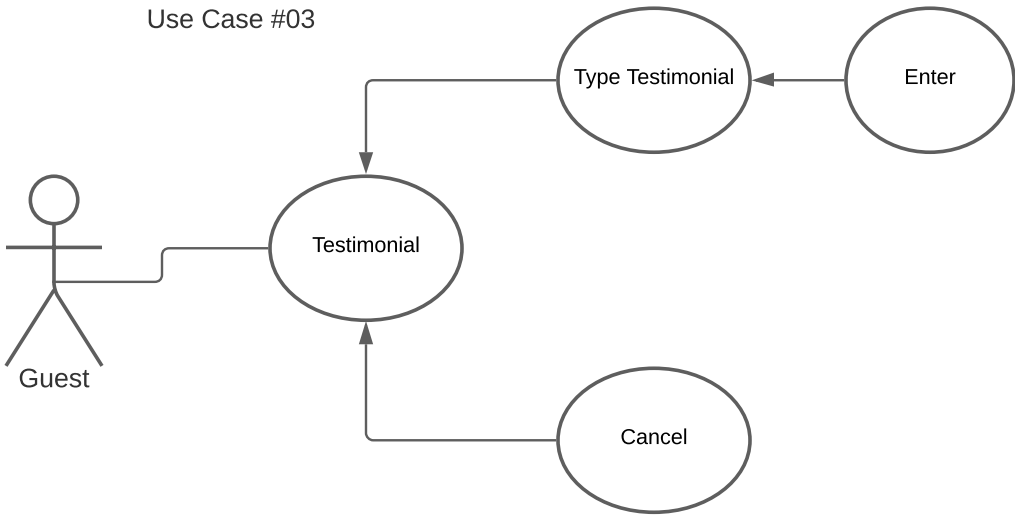


USE CASE #	02
APPLICATION	Shapes Modeler
USE CASE NAME	Delete Shape
USE CASE DESCRIPTION	The actor finds shape to be deleted. The shape is deleted from screen.
PRIMARY ACTOR	Admin
PRECONDITION	• Initalized shape vector
TRIGGER	The actor selects a shape from drop down menu and clicks delete.
BASIC FLOW	1. user finds shape on drop down menu. 2. user presses enter to delete. 3. shape deleted from canvas.
ALTERNATE FLOWS	1. User selects cancel, returns to canvas.

<< component >>

Enter Testimonial

Use Case #03



USE CASE #	03
APPLICATION	Shapes Modeler
USE CASE NAME	Enter Testimonial
USE CASE DESCRIPTION	The actor adds testimonial to testimonial page.
PRIMARY ACTOR	Guest
PRECONDITION	• Use of program
TRIGGER	The actor types in testimonial, selects enter to add testimonial to program.
BASIC FLOW	1. User types in testimonial. 2. User selects enter to add 3. Testimonial added to site.
ALTERNATE FLOWS	1. User presses cancel, returns to canvas.