|  |  |  |  |
| --- | --- | --- | --- |
| Version | Date | Author | Description of change |
|  | 29/10/2022 | Stefan Pilgerstorfer | Create Use Case |
|  |  |  |  |
|  |  |  |  |

|  |
| --- |
| Header |

## 

|  |  |
| --- | --- |
| Use Case: | Allow to lock/unlock doors via the user interface. |
| ID: | UC-0012 |
| Description: | Allow to lock/unlock doors via the user interface. |
| Actors: | Software Users |
| Stakeholders and Interests: | Software Users want to open/close doors via GUI |
| Trigger | User selects desired door, and can cycle its status (open-close-open-…) |

|  |
| --- |
| **Pre-Conditions** |

Precondition 1

Door is closed and displayed in GUI as closed

or

Precondition 2

Door is open and displayed in GUI as open

|  |
| --- |
| **Post-Conditions** |

Postcondition 1

Door is open and displayed in GUI as open

or

Postcondition 2

Door is closed and displayed in GUI as closed

|  |
| --- |
| **Success end condition** |

Door status is either changed from closed to open or from open to closed and status is updated in GUI

|  |
| --- |
| **Failure end condition:** |

Door status could not be changed – software or actuator error

|  |
| --- |
| **Main Success Scenario:** |

1. User selects desired door

2. User clicks on symbol to lock/unlock door (locked symbol if closed, unlocked symbol if open)

3. Door status update based on previous door state (postcondition = !(precondition))

|  |
| --- |
| **Alternative Flow and Exceptions:** |

3a. Door status couldn’t be changed – actuator or software error

3b. Error message displayed in info box

|  |
| --- |
| **Non-Functional Requirements:** |

User Interface must update based on actual door status and show the right symbol based on status.