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

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| Use Case: | Allow to turn on/off lights via the user interface |
| ID: | UC-0013 |
| Description: | Allow to turn on/off lights via the user interface |
| Actors: | Software Users |
| Stakeholders and Interests: | Software Users want to turn on/off lights via the user interface |
| Trigger | User selects desired light source, and can cycle its status (on-off-on-…) |

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| *Pre-Conditions* |

Precondition 1

Light is turned on and displayed in GUI as turned on

or

Precondition 2

Light is turned off and displayed in GUI as turned off

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| Post-Conditions |

Postcondition 1

Light is turned off and displayed in GUI as turned off

or

Postcondition 2

Light is turned on and displayed in GUI as turned on

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| *Success end condition* |

Light status is either changed from turned off to turned on or from turned on to turned off and status is updated in GUI

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| Failure end condition: |

Light status could not be changed – software or actuator error

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| Main Success Scenario: |

1. User selects desired light source

2. User clicks on symbol to turn off/on light source (on)

3. Light status update based on previous light state (postcondition = !(precondition))

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| Alternative Flow and Exceptions: |

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

3b. Error message displayed in info box

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| Non-Functional Requirements: |

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