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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 open/close windows via the user interface. |
| ID: | UC-0014 |
| Description: | Allow to open/close windows via the user interface. |
| Actors: | Software Users |
| Stakeholders and Interests: | Software Users want to open/close windows via GUI |
| Trigger | User selects desired window, and can cycle its status (open-close-open-…) |

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| **Pre-Conditions** |

Precondition 1

Window is closed and displayed in GUI as closed

or

Precondition 2

Window is open and displayed in GUI as open

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| **Post-Conditions** |

Postcondition 1

Window is open and displayed in GUI as open

or

Postcondition 2

Window is closed and displayed in GUI as closed

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| **Success end condition** |

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

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| **Failure end condition:** |

Window status could not be changed – software or actuator error

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| **Main Success Scenario:** |

1. User selects desired window

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

3. Window status update based on previous window state (postcondition = !(precondition))

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| **Alternative Flow and Exceptions:** |

3a. Window 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 window status and show the right symbol based on status.