|  |  |  |  |
| --- | --- | --- | --- |
| *Version* | *Date* | *Author* | *Description of change* |
| 1 | 29/10/2022 | Abir Sikder | Create Use Case |
|  |  |  |  |
|  |  |  |  |

|  |
| --- |
| Header |

## 

|  |  |
| --- | --- |
| Use Case: | Turn lights on if there are people in the room. |
| ID: | UC-018 |
| Description: | For energy saving reasons, the light will be turned on if there are people in the room. |
| Actors: | sensor (sends data) |
| Stakeholders and Interests: | People in the room |
| Trigger | If there are people in the room the lights will be turned on. |

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

The number of people in the room must be 0.

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

The number of people in the room must be > 0.

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

If the number of people in the room is > 0 the lights will be turned on.

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

Invalid data entry. (Cannot be interpreted)

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

1. Sensor sends data to database.
2. If the number of people in the room is > 0 the lights will be turned on.

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

3a. If the number of people in the room is 0 the lights will be turned off.

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

**Performance**

The lights should be turned on within 2 seconds.

**User** **Interface**

The user will be notified in the info box if the lights are turned on and the light icon will be changed. The notification should be easy to read at the info window.