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| Mercer University |
| Project 3 |
| SSE 656 - Object Oriented Project Methods |
|  |
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# Use Cases and Use Case Diagrams

## Problem Submission Use Case

1. The user navigates to the web URL associated with the judge application
2. The user logs in to the judge application with a team's credentials
3. The user views the scoreboard and selects a problem to solve
4. The user clicks the "Team" link
5. The user selects the solved problem from the drop down, selects the language used, and uploads the source file
6. The user waits for the problem to be judged
7. Once the problem is judged, the user returns to the Team page and views the judged problem to see the judge's comments

## Problem Judging Use Case

1. The user navigates to the web URL associated with the judge application
2. The user logs in to the judge application with a judge's credentials
3. The user clicks the "Judge" link
4. The user claims a submitted problem
5. The user downloads the zip file that contains the submitted source code, the input file, and the output file
6. The user runs the source code with the input file as the input to the system
7. The user compares the given output to the generated output
8. Based on this comparison, the user selects a judging option for the claimed problem

## Creating a Competition Use Case

1. The user navigates to the web URL associated with the judge application
2. The user logs in to the judge application with an Admin's credentials
3. The user clicks the "Admin" link
4. The user clicks the "Users" link
5. The user clicks the "New User" button
6. The user enters information for the new team and clicks the "Create" button
7. The user clicks the "Problems" link
8. The user clicks the "New Problem" link
9. The user enters a Problem name and provides the judge input and output and clicks the "Create" button
10. The user clicks the "Languages" button
11. The user clicks the "New Language" button
12. The user enters the language of their choosing and clicks the "Create" button
13. The user clicks the "Contests" link
14. The user clicks the "New Contest" button
15. The user selects the added team and problem, and selects start and end times
16. The user click the "Create" button

## Use Case Diagram

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