Use Cases

# Revision Table

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| --- | --- | --- |
| Date | Description | Author |
| 04-12-2012 | Initial version | All |
| 04-12-2012 | Details and diagram added for Use case 1 and 2.[[1]](#footnote-1) | Christian |
| 13-12-2012 | Diagrams edited for use case 1 and 2.  Details and diagram added for use cases 2-8. | Kewin |
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# Use cases

1: Create new document

A user creates a new document and it appears in the explorer, and the user should be taken to the new document.

The system will create some meta-properties such as an initial filename, and some text in the document, creating a new document should also take the user to their new document so they can start editing.

2: Change the name of a document

Simply changes the name of the document to the desired name, which also should appear in the explorer. The program will prompt the user for a new name for the document.

**Precondition:**

The user must have access and rights to a document.

3: Delete a document

A user wants to delete a document, by first choosing which document he wants to delete. This should appear in the explorer, as well as in the underlying data storage, so that the data is consistent.

**Precondition:**

The user must have access and rights to a document.

4: Save a document

The user is done editing a document, this might include changing the name and editing the text of the document, and he wants to save his changes. When he saves the document it should be updated in the explorer, as well as be updated in the underlying data storage.

**Precondition:**

The user must have access and rights to a document.

5: Open a document

The user wants to see the contents of a specific document, so he finds it in the explorer, and prompts the program to “open” it.

**Precondition:**

The user must have access and rights to a document.

6: Create a project

The user wants to create a new project, possibly to be able to share documents with a group of people for an assignment. The program will prompt the user for a name of the project, and create it in the underlying data storage, and then take the user to the new project.

7: Share a project with another user

An owner of a project wants to share it with a new user. The program will prompt the owner for the new user’s name, and will update the underlying storage to reflect that the project is now shared with this new user.

8: View all projects user has permission to edit

The user wants to see all projects he is currently allowed to edit ( projects he either owns or have been shared with him ). The storage should check all saved projects if the user has access to them, and present a list of projects to the user via the explorer.

9: Insert picture to document

The user can insert a picture into the document, and view it in the editor.

1. Diagram added in visual studio project [↑](#footnote-ref-1)