# **BOOK UP**Use Case Specification

#### Submitted to:

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In partial fulfillment of academic requirements for the course CS 191 Software Engineering I of the 1st Semester, AY 2016-2017

System: Book Trading System
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Version: 1.0
Group: The A-Team

## **Unique Reference:**

The documents are stored in the <a href="https://github.com/kdagnes/cs-191-project">https://github.com/kdagnes/cs-191-project</a>.

File reference: <a href="https://github.com/kdagnes/cs-191-project/blob/master/02-Requirements-Engineering/4.2-">https://github.com/kdagnes/cs-191-project/blob/master/02-Requirements-Engineering/4.2-</a> Cancel Trade Match.pdf

## **Document Purpose:**

The document serves as a requirement in the course CS 191 Software Engineering I.

## Target Audience:

The document attends as requirement compliance to Prof. Ma. Rowena C. Solamo.

#### **Revision Control**

### History Revision:

Revision Date	Person Responsible	Version Number	Modification
09/30/16	Matthew Aycocho	1.0	Initial Document

System: Book Trading System Group: The A-Team Use-Case Name: 4.2 - Cancel Trade Match

Description: The user can cancel a trade match if he/she doesn't want to trade with the other user.

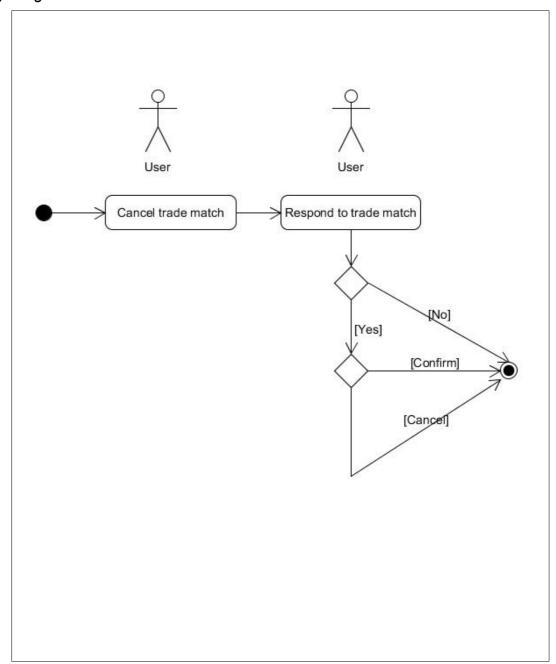
Preconditions: There must exist a trade match involving the users.

## Flow of Events:

Scenario Name	Description		
Scenario 1 (Basic Flow)	1. User cancels the trade match.		
User cancels and the other user confirms	2. The other user confirms the trade match.		
Scenario 2	1. User cancels the trade match.		
User cancels and the other user also cancels	2. The other user also cancels the trade match.		
Scenario 3	1. User cancels the trade match.		
User cancels and the other user does not respond	2. The other user does not respond.		

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## Activity Diagram of the Flow of Events:



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Postcondition: NONE

Relationships: NONE

Special Requirements: NONE

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