Use case 1

Application: Baseball

Use Case Name:

Admin functions

Use Case Description:

A user logs into the admin page and then has access to several features the alter the database

Primary Actor:

Admin

Precondition:

Database must be filled

Trigger:

Admin clicks on the “Admin login” button

Basic Flow:

1. User logs in to admin page
2. User is shown admin page
3. User selects any of the admin functions
4. Repeat step 3 until the user clicks “Main Menu”
5. Return to menu

Alternate Flow:

1. User clicks “Admin login”
2. User does not sign in correctly
3. Display an error message and prompt the user for username and password
4. Repeat steps 2 and 3 until the user successfully logs in or quits

Use case 2

Use Case Name:

Data display

Use Case Description:

A user sees a table of all of the program’s data and is able to manipulate that table

Primary Actor:

User

Precondition:

Database must be filled

Trigger:

User clicks on the “View Data” button

Basic Flow:

1. User is shown data
2. User selects or deselects any filters or sorts
3. Data is updated to reflect changes
4. Repeat steps 2 and 3 until the user clicks “Main Menu”
5. Return to menu

Use case 3

Use Case Name:

Trips

Use Case Description:

A user takes different types of trips to the stadiums of their choosing

Primary Actor:

User

Precondition:

Database must be filled

Trigger:

User clicks on the “custom trip” button or the “preset trips” button

Basic Flow:

1. User clicks “preset trips”
2. User selects either DFS, BFS, MST, or Dijkstra
3. User is shown the results of their trip
4. Repeat steps 2 and 3 until the user selects another option

Alternate Flow 1:

1. User clicks “custom trip”
2. User selects the stadiums they wish to visit
3. User clicks “Start Custom Trip”
4. User is shown the results of their trip
5. Repeat steps 2 through 4 until the user selects another option

Alternate Flow 2:

1. User clicks “custom trip”
2. User selects the starting stadium for a complete trip
3. User clicks “Start Complete Trip”
4. User is shown the results of their trip
5. Repeat steps 2 through 4 until the user selects another option