MaroonPrint
Use Case Specification

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Unique Reference:

The documents are stored in the https://maroonprint.tumblr.com/project-deliverables referenced with MaroonPrint-3.3-Edit Blueprint

Document Purpose:

This document is provided to show the in-depth specification of one of the use-case specifications stated in the use-case model of the application "MaroonPrint."

Target Audience:

University of the Philippines Diliman engineering students, faculty, and other personnel and also people who are assigned in maintaining the fire exits.

Revision Control:

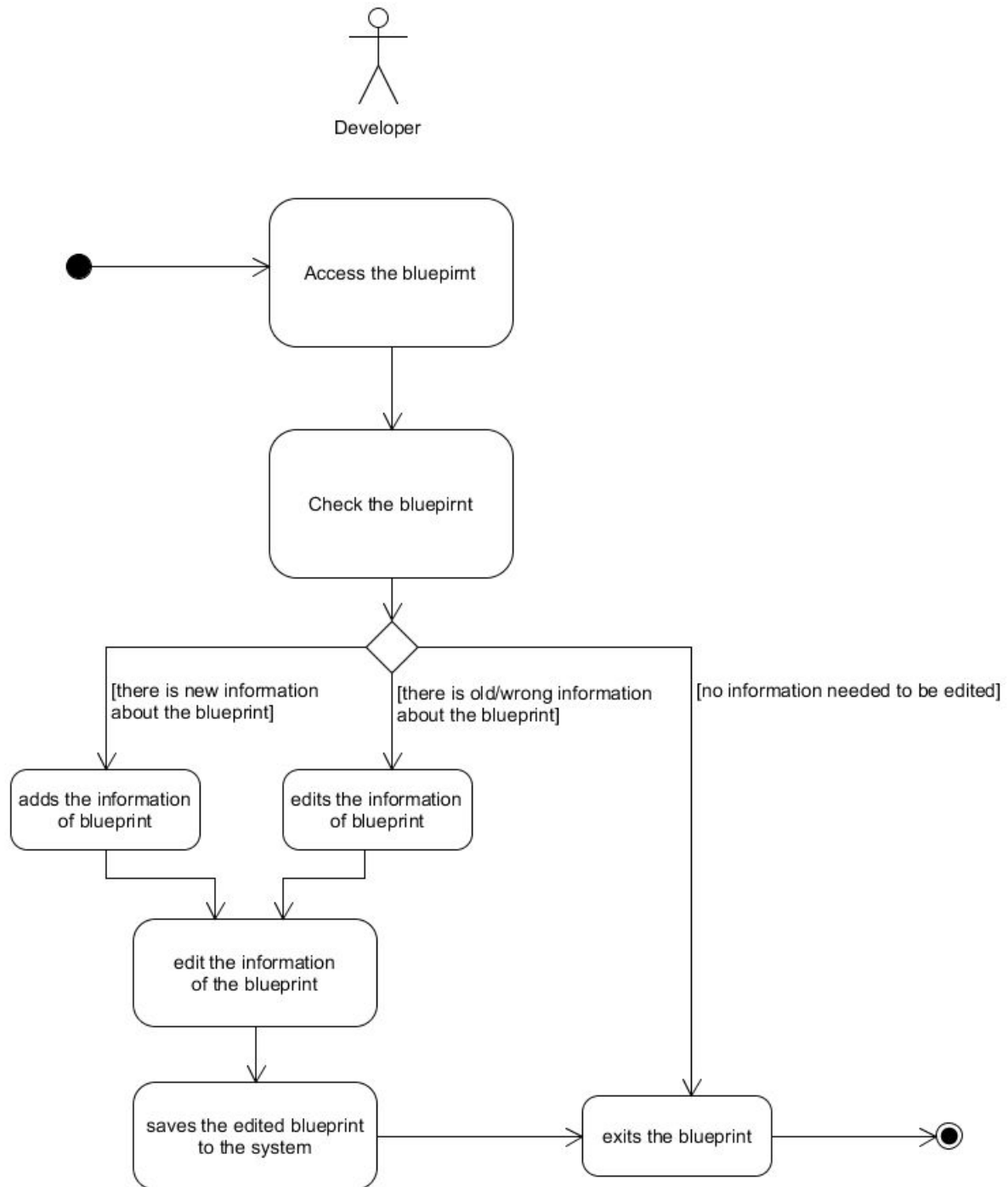| Revision Date	Person Responsible	Version Number	Modification
09/20/2018	Jeremy Jin Qian Wu	1.0	Initialized document, added all the details.

Use-Case Name: 3.3 Edit Blueprint

Description: In this use case, it talks about the role of the Developer to the development and maintenance of the MaroonPrint application, specifically the part of the role to edit the digital version of the blueprint in the database.

Preconditions: The blueprints must already be inside the system of the software.

Flow of Events:

Scenario Name	Description
Scenario 1 There is new information about the blueprint..	1. Developer accesses the blueprint in the system. 2. Developer checks the blueprint if there is a need to edit information. 3. There is new information that the blueprint has but is not in the system. 4. Developer adds the information/details of the blueprint. 5. Developer saves the edited blueprint to the system. 6. Developer exits the blueprint.
Scenario 2 There is wrong, old information about the blueprint	1. Developer accesses the blueprint in the system. 2. Developer checks the blueprint if there is a need to edit information. 3. There is wrong, old information about the blueprint in the system. 4. Developer edits the information/details of the blueprint. 5. Developer saves the edited blueprint to the system. 6. Developer exits the blueprint.
Scenario 4 There is no need to edit the blueprint.	1. Developer accesses the blueprint in the system. 2. Developer checks the blueprint if there is a need to edit information. 3. There is no information needed to be edited in the blueprint. 4. Developer exits the blueprint.

Activity Diagram of the Flow of Events:

Developer

Access the bluepirnt

Check the bluepirnt

[there is new information about the blueprint]

[there is old/wrong information about the blueprint]

[no information needed to be edited]

adds the information of blueprint

edits the information of blueprint

edit the information of the blueprint

saves the edited blueprint to the system

exits the blueprint

Postcondition: NONE

Relationships: Edit blueprint is an extension of use case 3.0 Maintain Blueprint.

Special Requirements:
        NONE