## **MaroonPrint**

# Use Case Specification

Submitted to:
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System: MaroonPrint
Version:1.0
Page 1
Group: 3



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System: MaroonPrint Page 2
Version:1.0 Group: 3

#### Unique Reference:

The documents are stored in the <a href="https://maroonprint.tumblr.com/project-deliverables">https://maroonprint.tumblr.com/project-deliverables</a> referenced with MaroonPrint-3.1-Delete Blueprints

#### 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
09/21/2018	Hannah Mae Magno	1.0	Initial Document

System: MaroonPrint
Version:1.0
Page 3
Group: 3

Use-Case Name: 3.1 Delete Blueprint

**Description:** In this use case, it talks about the role of the Developer to the development and

maintenance of the MaroonPrint application. The Developer's role is to accept the blueprints provided by the Admin. In addition, the Developer can delete blueprints.

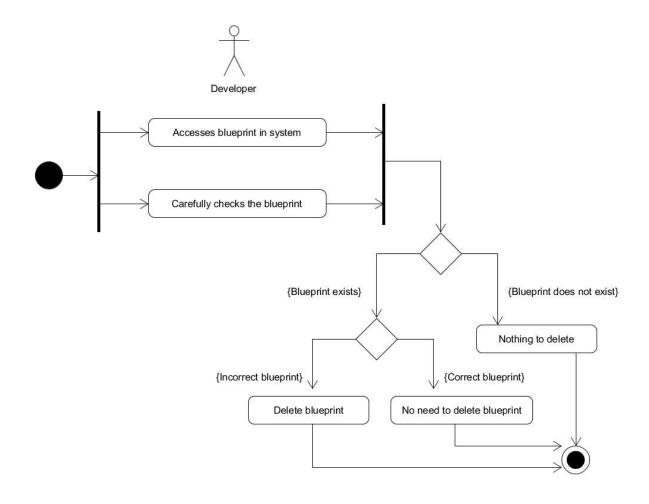
**Preconditions:** Admin provided the Developer with raw blueprint.

#### Flow of Events:

Scenario Name	Description
Scenario 1  Developer deletes incorrect blueprint.	<ol> <li>Developer accesses the blueprint in the system.</li> <li>Developer carefully checks the blueprint.</li> <li>If the blueprint exists and is incorrect, delete the blueprint.</li> </ol>
Scenario 2  Developer does not delete correct blueprint.	<ol> <li>Developer accesses the blueprint in the system.</li> <li>Developer carefully checks the blueprint.</li> <li>If the blueprint exists and is correct, there is no need to delete the blueprint.</li> </ol>
Scenario 3 C. Blueprint does not exist.	<ol> <li>Developer accesses the blueprint in the system.</li> <li>Developer carefully checks the blueprint.</li> <li>Nothing to delete.</li> </ol>

System: MaroonPrint
Version:1.0
Page 4
Version:1.0
Group: 3

### Activity Diagram of the Flow of Events:



System: MaroonPrint
Version:1.0

Page 5
Group: 3

**Postcondition:** NONE

**Relationships:** NONE

Special Requirements: NONE

System: MaroonPrint
Version:1.0

Page 6

Group: 3