DCS Codex Mobile App
Use Case Specification

Submitted to:

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Unique Reference:

The documents are stored in the DCS Codex Mobile App Github Repository.

File Referrence: *DCS-Codex-Mobile-App/02-Requirements Engineering/7.0 – Sync.pdf*

Document Purpose:

The purpose of this document is to describe scenarios concerning the specified use-case.

Target Audience:

This document is useful for developers who would like to extend the mobile application in the future.

Revision Control

History Revision:

Revision Date	***Person Responsible***	***Version Number***	***Modification***
10/10/17	Ian Valencia	1.0	Initial Document

Use-Case Name: 7.0 Sync

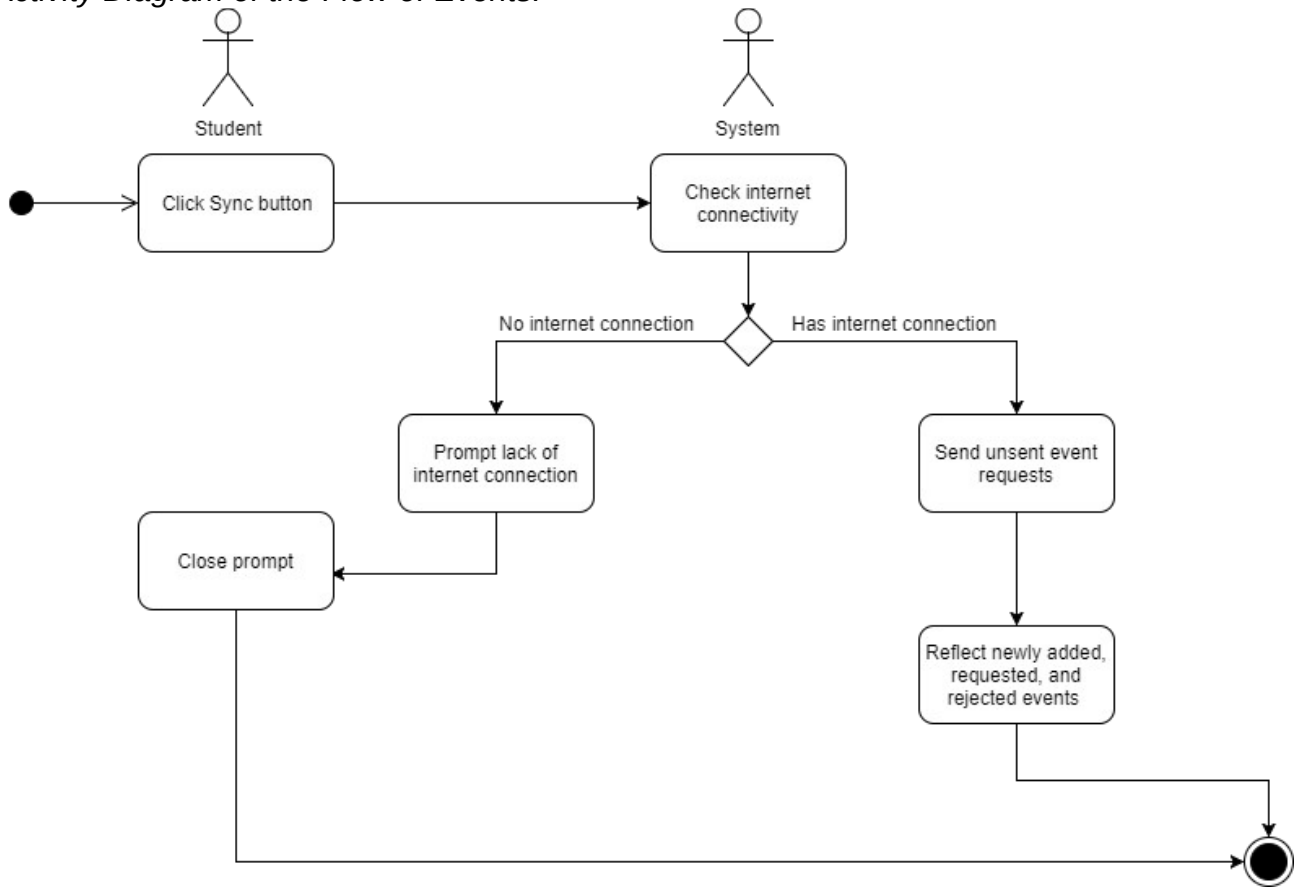
Description: The user syncs data between the app and the server by pressing a button dedicated for syncing.

Preconditions: NONE

Flow of Events:

Scenario Name	***Description***
Scenario 1 (Basic Flow) Syncing of data between app and server is successful.	1. Student clicks the sync button. 2. If device is connected to the internet, data will be successfully synced. Specifically, unsent event requests will be sent, newly added, requested, and rejected events will be reflected in the app in their corresponding sections.
Scenario 2 Syncing of data between app and server fails.	1. Student clicks the sync button. 2. If device is not connected to the internet, a prompt saying that the device is not connected to the internet will pop up. 3. User closes the prompt and unsent event requests will remain unsent, and newly added, requested, and rejected events will still not be reflected in the app in their corresponding sections.

Activity Diagram of the Flow of Events:



Postcondition: NONE

Relationships: NONE

Special Requirements:
NONE