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/8.0 – Delete rejected request.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: 8.0 Delete rejected request

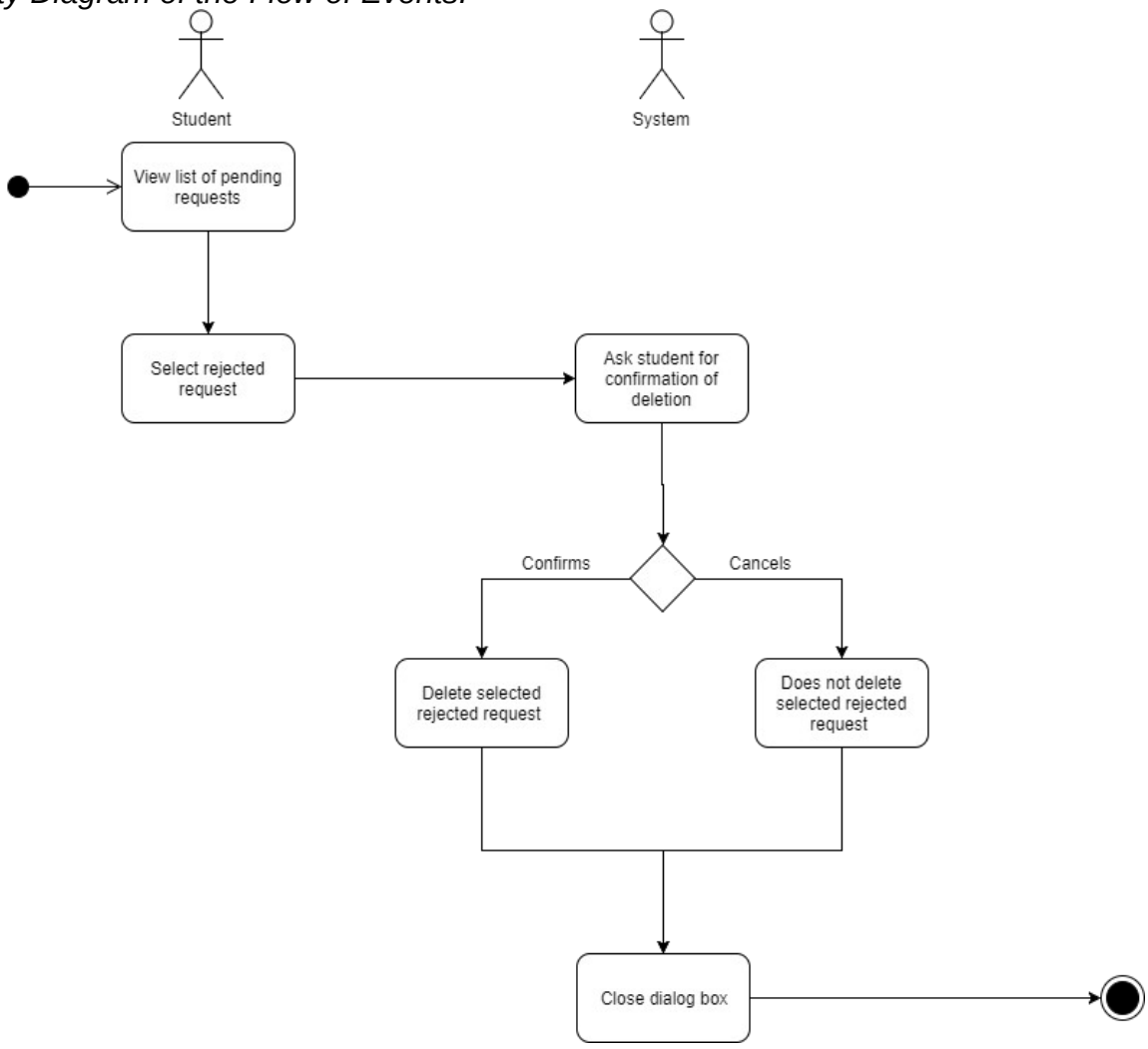
Description: Student deletes rejected request to add an event to prevent cluttering of rejected requests in the mobile app.

Preconditions: Application should contain at least one rejected request in order to have the option to delete rejected request

Flow of Events:

Scenario Name	***Description***
Scenario 1 (Basic Flow) Deleting of rejected request is successful.	1. Student views list of pending requests. 2. Then, he selects a rejected request and deletes it. 3. A prompt will pop up for confirmation of deletion. If the student confirms, the selected rejected request will be deleted. 4. Dialog box will automatically close
Scenario 2 Deleting of rejected request is canceled.	1. Student views list of pending requests. 2. Then, he selects a rejected request and deletes it. 3. A prompt will pop up for confirmation of deletion. If the student cancels, the selected rejected request will remain intact. 4. Dialog box will automatically close.

Activity Diagram of the Flow of Events:



Postcondition: NONE

Relationships: NONE

Special Requirements:
NONE