DCS Codex Mobile App Use Case Diagram

Submitted to:

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Version: 1.0

Unique Reference:

The documents are stored in the https://github.com/kimmu/DCS-Codex-Mobile-App.

File reference: https://github.com/kimmu/DCS-Codex-Mobile-App/blob/master/02-Requirements %20Engineering/DCS%20Codex%20Mobile%20App%20-%20Use%20Case%20Model.pdf

Document Purpose:

The purpose of this document is to model set of actions which the DCS Codex mobile application is capable of, along with the actors involved in it.

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
09/21/17	Borja, Kim	1.0	Initial Document
09/22/17	Valencia, Ian	1.1	Addition and rewording of description

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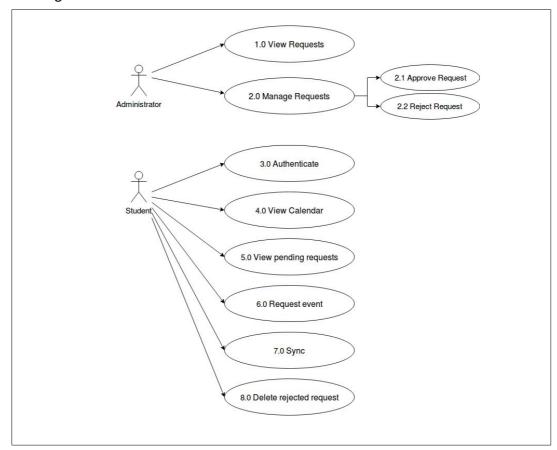
Version: 1.0

System Name: DCS Codex Mobile App

Description:

The students are the user of the system. An authentication is needed before they can use the system; they are going to be asked for their student number. They can view the calendar of events such as MP deadlines and exam dates. Only the administrator can add events to the calendar (manual manipulation through the database) as there is a need for verification, but the students can still request for events to be shown in the calendar. The students can view their pending requests; if rejected, the administrator shall inform the student and the student can now delete the rejected request. The student should also manually sync the system to the server using a "sync button" after sending for a request of event.

Use-Case Diagram:



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List of Actors:

Actors	Description
Student	The student is the user with direct access to the mobile application. Through the mobile application, he/she can view the calendar, request for additional events, sync the system to the server, view pending requests and delete rejected requests from the application.
Administrator	The administrator is the user that manages the requests for addition of events to the calendar through the database.

List of Use-cases:

Use-Case	Description
Use-Case 1.0 View Requests	The administrator shall view requests from the students. This is done through the database.
Use-Case 2.0 Manage Requests	The administrator is responsible for managing requests from the students, either accept or reject the request. This is also done manually through the database.
Use-Case 2.1 Approve request	If the requested event is verified and has complete details, the administrator approves the request and adds the event to the calendar.
Use-Case 2.2 Reject request	If the requested event is incorrect or incomplete, the administrator rejects the request and the request will be sent back to the owner for deletion.
Use-Case 3.0 Authenticate	The student enters student number for identification which will then serve as an account.
Use-Case 4.0 View Calendar	The student can view events in the calendar.
Use-Case 5.0 View pending requests	The student can view the list of pending requests as well as the list of his/her requests that are rejected.
Use-Case 6.0 Request event	The student can request for an additional event in the calendar by filling in details of the event.
Use-Case 7.0 Sync	If internet connection is available, the student can sync the mobile app with the server in which his/her unsent requests dues to no internet connection will be sent, rejected events will be received for deletion, and newly added events will be reflected on the calendar.
Use-Case 7.0 Delete rejected request	After being informed that the requested event is rejected, the student can now delete the request. An event is to be rejected if it is a hoax or another request has already been sent.

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