
Scenario name	<i>warehouseOnFire</i>
Participating actor	<i>bob, alice:FieldOfficer</i>
Instances	<i>john:Dispatcher</i>
Flow of events	<ol style="list-style-type: none">1. Bob, driving down Main Street in his patrol car, notices smoke coming out of a warehouse. His partner, Alice, activates the “Report Emergency” function from her FRIEND laptop.2. Alice enters the address of the building, a brief description of its location (i.e., northwest corner), and an emergency level. In addition to a fire unit, she requests several paramedic units on the scene given that area appears to be relatively busy. She confirms her input and waits for an acknowledgement.3. John, the Dispatcher, is alerted to the emergency by a beep of his workstation. He reviews the information submitted by Alice and acknowledges the report. He allocates a fire unit and two paramedic units to the Incident site and sends their estimated arrival time (ETA) to Alice.4. Alice receives the acknowledgment and the ETA.

Figure 2-15 The *WarehouseOnFire* scenario for the *ReportEmergency* use case.

Reference: Object-Oriented Software Engineering: Using UML, Patterns and Java: International Edition, 2/E, Bernd Bruegge, Allen H. Dutoit, ISBN: 0131911791, Publisher: Prentice Hall, Copyright: 2004, Format: Paper; 800 pp Published: 16 Oct 2003
