**Project**

**Report on Configuration DefaultConfig**

Use Case Diagrams

**use cases**

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Packages

Default

Language: C++

Globals:

Actors:

**Human Actor**

Association Ends:

**itsExits song**

Association with exits song, Multiplicity of 1, Uni-directional, Navigable

**itsPauses song**

Association with pauses song, Multiplicity of 1, Uni-directional, Navigable

**itsPlays next**

Association with plays next, Multiplicity of 1, Uni-directional, Navigable

**itsPlays previous**

Association with plays previous, Multiplicity of 1, Uni-directional, Navigable

**itsPlays song**

Association with plays song, Multiplicity of 1, Uni-directional, Navigable

package

Language: C++

Globals:

Use Cases:

**exits song**

*Use Case: The user exits the player.  
  
Summary: The user exits the player. The command is sent to exit streaming. The board quits playing music.  
  
Dependency:  
  
Actors: User  
  
Preconditions: The audio player is open.  
  
Main Sequence:  
1. The user clicks the exit button.  
2. The quit command is sent to the board.  
3. The board stops streaming  
  
Alternative sequence:  
  
Nonfunctional requirements:  
  
Post condition: The player is closed and the board is not streaming anymore.  
  
Outstanding questions:*

Association Ends:

**itsHuman Actor**

**pauses song**

*Use Case: The user pauses the song.  
  
Summary: The song was playing. The user presses the pause button. The song is paused.  
  
Dependency:  
  
Actors: User  
  
Preconditions:  
  
Main Sequence:  
1. The user presses the pause button.  
2. The pause command is sent to the board.  
3. The board pauses the music and saves the current index location.  
  
Alternative sequence:  
  
Nonfunctional requirements:  
  
Post condition: The song is paused.  
  
Outstanding questions:*

Association Ends:

**itsHuman Actor**

**plays next**

*Use Case: Plays next song  
  
Summary: next button is pressed. next song is played.  
  
Dependency:  
  
Actors: User  
  
Preconditions: A song was playing  
  
Main Sequence:   
1. The user presses next button  
2. The command for next song is sent to the board.  
3. The next song is played.  
  
Alternative sequence:  
  
  
Nonfunctional requirements:  
  
Post condition: The next song is playing.  
  
Outstanding questions:*

Association Ends:

**itsHuman Actor**

**plays previous**

*Use Case: Plays previous  
  
Summary: previous button is pressed. previous song is played.  
  
Dependency:  
  
Actors: User  
  
Preconditions: A song was playing  
  
Main Sequence:   
1. The user presses previous button  
2. The command for previous song is sent to the board.  
3. The previous song is played.  
  
Alternative sequence:  
  
  
Nonfunctional requirements:  
  
Post condition: The previous song is playing.  
  
Outstanding questions:*

Association Ends:

**itsHuman Actor**

**plays song**

*Use Case: Play song  
  
Summary: The thumb drive is inserted. The user chooses a song to play. The user presses play buttion. The song starts to play.  
  
Dependency:   
  
Actors: Human Actor.  
  
Preconditions: The system is up and running and the song is chosen but not playing (paused or stopped).  
  
Main Sequence:   
1. The user chooses a song to play on the user interface.   
2. The user presses a "Play" button.  
3. The name of the song to play is sent to the board.  
4. The song plays.  
  
Alternative sequence:  
  
Nonfunctional requirements:  
  
Post condition: The song is playing.  
  
Outstanding questions:*

Association Ends:

**itsHuman Actor**

Sequence Diagrams

**exitSequenceDiagram**

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**pausingSequenceDiagram**

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**playNextSequenceDiagram**

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**playPreviousSequenceDiagram**

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**playSequenceDiagram**

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Components

DefaultComponent

Language: C++

Component Settings:

Build type: Executable

Configurations:

**DefaultConfig**

Scope type: Explicit

Instrumentation type: None

Time-model type: Real-time

Statechart generation type: Flat

Files and Folders: