

# UML Use Case 01 – View Render Area

<b>Use Case Number</b>	01
<b>Application</b>	2D Graphics Modeler Inc.
<b>Use Case Name</b>	View Render Area
<b>Use Case Description</b>	The actor can access and view the main render area window, displaying pre-existing shapes. The render area window is where the actor can view, add, modify, and remove shapes on the canvas.
<b>Primary Actor</b>	2D Graphics Modeler Administrator/Guest
<b>Precondition</b>	<ul style="list-style-type: none"><li>• Actor signed into 2D Modeler account upon application start up</li></ul>
<b>Trigger</b>	The actor successfully signs into the 2D Modeler
<b>Basic Flow</b>	<ol style="list-style-type: none"><li>1. Actor opens the 2D Modeler Inc. Application.</li><li>2. Actor prompted to sign in.</li><li>3. Actor signs into valid account</li><li>4. Main render area window is displayed.</li><li>5. Actor can view or modify shapes, on the render area canvas.</li></ol>
<b>Alternate Flows</b>	