

## UML Use Case 03 – Draw Shape

<b>Use Case Number</b>	03
<b>Application</b>	2D Graphics Modeler Inc.
<b>Use Case Name</b>	Draw Shape
<b>Use Case Description</b>	An administrative user can draw, add, remove, and modify shapes in the render area window.
<b>Primary Actor</b>	2D Graphics Modeler Administrator
<b>Precondition</b>	<ul style="list-style-type: none"><li>• Actor successfully signed in as an administrator</li></ul>
<b>Trigger</b>	<ul style="list-style-type: none"><li>• The actor is signed into an administrative account</li></ul>
<b>Basic Flow</b>	<ol style="list-style-type: none"><li>1. Actor signs into administrative account.</li><li>2. Actor is granted access to use shape tools.</li><li>3. Actor can add shapes by using the shape tools that on the render area UI</li></ol>
<b>Alternate Flows</b>	<ul style="list-style-type: none"><li>• If the actor fails to successfully login into an existing administrative account, a message box will inform the actor that it was an unsuccessful login attempt.</li></ul>