

Use Case Narrative - Cycle 3

Use case: Add New Person with Parents Already in Database

Actors: App User

Purpose: To create a new person in the database whose parents already exist in the tree. This person can then be used to create new relationships or other functions the user chooses.

Overview: A GUI will allow the user to input attributes about the person they wish to add. The data will be used to create a new Person object that is then added to the hashmap in main.

Type: Essential

Preconditions: Both parents of the new person must already exist in the hashmap.

Postconditions: The user can interact with the new Person object like all others that exist in the hashmap.

Special Requirements: The person must be the child of two pre-existing people in the hashmap.

Flow of Events

Actor Action

1. User selects “Add person” from the main menu.
2. User presses “Okay” to add the new person with all relevant data included.
3. User presses “Okay” on the display message screen.

System Response

1. The AddPerson GUI launches and waits for user to input all relevant data.
2. A new Person object is created. A display message is shown to the user of the addition they just made.
3. The new Person object is added to the hashmap. Any data that remains from new entry is cleared in AddPersonGUI class, and the main menu is launched again.