**UC\_1\_Login**

* This use case details the actions taken when a user attempts to log into their personal account on the payday system.
* The entity objects for this use case are the *userObject*, the *loginObject*, and the *redirectObject*. The user object initiates the login sequence by inputting a username and a password. The login object is used by the payday system to authenticate the user. The redirect object takes the user to either their appropriate dashboard, or it will display an error message on the login page.
* The control objects for this use case are the *checkUsername* and *checkPassword* objects. These 2 objects compare what the user inputted into each field, with what information is available in the database. These control objects also initialize the *redirectObject*.