Use Case U1S2: Time Events
Scope: Timer
Level: User Goal
Primary Actor: User
Scenario: Stop Timing
Related Use Cases: Use Case 1 Scenario 1: *Start the Timing*,
Use Case 2: *Save the Timed Events*
Stakeholders and Interests:

- User: Wants to measure the elapsed time of an event.

Preconditions: The Timer was started at some previous point by the User.
Success Guaranties: (Postconditions) The Timer stops and indicates the elapsed time to the User.

Main Success Scenario:

User	**System**
1. Indicates to stop timing.	
	2. Stops Timing.
	3. Calculates the final elapsed time.
	4. Displays the elapsed time in milliseconds resolution.

Alternative Flows:
*a. If at any time, the System cannot measure the time for the elapsed time, then the System informs the User the Timer has stopped working properly.

Technology and Variations List:
2b-4b. The Actuall accuracy of the timer is dependant and will vary based on the task schedulers of both the Operating System and the language used for implementation.

Frequency of Occurrence: Multiple timers as needed.

Open Issues:

- Is the accuracy dependant on the Operating System?
- Is the accuracy dependant on the Hardware?
- How does language affect the accuracy of the Timer?
- How does a “fully loaded System” affect the accuracy of the Timer?