

### Use Case I1: Detailed Description

Use Case Name: Clear Device Memory

Scenario: N/A

Brief Description: With the System Running, the User clears the memory on the iButton device.

Actors: User

Related Use Cases: Use Case I2: *The User Shall Manage a Mission*

Stakeholders: Users who want to clear the memory on the iButton for a new mission.

Preconditions: The System is running, the iButton is connected to the receptor or reading device. The iButton receptor or reading device is connected to the computer.

Preconditions: The Memory in the iButton is cleared

#### Flow of Events

User	System
1. Request the iButton memory cleared	
	2. Stops a Mission (See Use Case I2)
	3. Clears the iButton memory
	4. Indicates to the User the iButton Memory is cleared

#### Exception Conditions

2a. If the Memory Cannot be cleared from the iButton, then the system indicates the error to the user with a possible reason (One Wire Network Issues, One Wire Device Issues).