

PROG 1350 – Software Engineering Fundamentals  
Assignment #2 – UC Analysis Report  
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## Table of Contents

Use Case 1: Withdraw Cash.....	3
Introduction.....	3
Description.....	3
Use Case 2: Set an Alarm.....	5
Introduction.....	5
Description.....	5
References.....	7

# Use Case 1: Withdraw Cash

## Introduction

Scenarios depicted by the following use case are:

- A customer successfully withdraws cash from his bank account.
- A customer inserts his credit card, but it is not an XYZ Bank credit card – withdrawal failed
- A customer inserts his credit card, but can't enter a PIN code – withdrawal failed.
- A customer enters an amount of money that is not multiple of \$20 and refuses to reenter – withdrawal failed.
- A customer enters an amount of money that is more than is currently present on his account and refuses to reenter – withdrawal failed.

## Description

Goal	Withdraw cash from an XYZ Bank ATM
Actor(s)	Customer
Trigger	Customer inserts a credit card into an ATM
Main success	<ol style="list-style-type: none"><li>1. Customer inserts a credit card into an ATM.</li><li>2. System prompts for a PIN code.</li><li>3. Customer enters his PIN code.</li><li>4. System verifies the PIN code (see "Verify PIN" UC).</li><li>5. System prompts for the amount of money to withdraw.</li><li>6. Customer enters the amount of money.</li><li>7. System gives out the money.</li></ol>

Exceptions	<p>1.1. If the credit card is not from the XYZ Bank, system informs customer that he cannot use this ATM and releases the credit card ; end of use.</p> <p>6.1. If the entered amount of money is not multiple of \$20, system informs customer and prompts to reenter or cancel.</p> <p>6.1.1. If customer cancels, system releases the credit card; end of use.</p> <p>6.1.2. Otherwise proceed to step 6.</p> <p>6.2. If the amount of money entered is more than there is in customer's account, system informs customer and prompts to reenter or cancel.</p> <p>6.2.1. If customer cancels, system releases the credit card; end of use.</p> <p>6.2.2. Otherwise proceed to step 6.</p>
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## Use Case 2: Set an Alarm

### Introduction

Scenarios depicted by the following use case are:

- User wants to create a new alarm, enters date and time from the past and refuses to reenter – setting failed.
- User sets date and time for new alarm, and chooses a radio station to wake up to from presets.
- User sets date and time for new alarm, and sets a new radio station to wake up to.
- User sets date and time for new alarm, and sets a existing tone to wake up to.
- User sets date and time for new alarm, and uploads a new tone to wake up to.
- User sets date, time, tone/radio station, repeat settings but does not confirm – setting failed.
- User sets a new alarm successfully.

### Description

Goal	Set a new alarm on the Bedrock Alarm Clock Radio
Actor(s)	User
Trigger	User chooses “Create Alarm” option from Administration menu
Main success	<ol style="list-style-type: none"> <li>1. User chooses “Create Alarm” option from Administration menu.</li> <li>2. System prompts for date and time.</li> <li>3. User enters date and time.</li> <li>4. System prompts for a tone or a radio station to wake up to.</li> <li>5. User chooses an option and enters it.</li> <li>6. System prompts for alarm frequency (daily, weekly, monthly, etc.).</li> <li>7. User enters alarm frequency.</li> <li>8. System asks to confirm or cancel the settings.</li> <li>9. User confirms.</li> </ol>

Exceptions	<p>3.1. If the entered date and time are not in the future, system informs user and prompts to reenter or cancel.</p> <p>3.1.1. If user cancels, end of use.</p> <p>3.1.2. Otherwise proceed to step 3.</p> <p>5.1. If user chose a radio station, system prompts for a preset or a new radio station.</p> <p>5.1.1. If user wants to choose from presets, he does so; proceed to step 6.</p> <p>5.1.2. If user wants to set a new radio station, he does so (see “Set Radio Station” UC); proceed to step 6.</p> <p>5.2. If user chose a tone, system prompts for an existing tone or a new tone.</p> <p>5.2.1. If user wants to choose from existing tones, he does so; proceed to step 6.</p> <p>5.2.2. If user wants to upload a new tone, he does so (see “Upload Tone” UC); proceed to step 6.</p> <p>8.1. If user cancels, return to stand-by mode; end of use.</p>
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## References

- Williams, T. (2019). *SEF Assignment-02: Use Case Analysis*. Retrieved February 27, 2019 from eConestoga.
- Cockburn, A. (2001). *Writing Effective Use Cases*. Retrieved February 27, 2019 from eConestoga.