

# Locust – Tracker for Safety

## Use Case Specification

Submitted to:

Asst. Prof. Ma. Rowena C. Solamo  
Faculty Member  
Department of Computer Science  
College of Engineering  
University of the Philippines, Diliman

Submitted by:  
Celeste, Jimuel Jr.  
Hernandez, Manolo  
Puato, Ricardo III

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### ***Unique Reference:***

The documents are stored in the <https://github.com/manologhernandez/SOS/tree/master/02-Requirements%20Engineering/Project%20Deliverables> referenced with [Filename].

### ***Document Purpose:***

To do the Use Case Specifications of the Use Case Model

### ***Target Audience:***

The target audience of the system are young adults, specifically high school and college students who usually go out at night and value their safety and security.

### ***Revision Control:***

<b><i>Revision Date</i></b>	<b><i>Person Responsible</i></b>	<b><i>Version Number</i></b>	<b><i>Modification</i></b>
09/22/19	Jimuel Celeste, Jr.	1.0	Initial Document; Added specifications for use case 1.1 Add Receiver
09/22/19	Manolo Hernandez	1.1	Added specifications for use case 1.4 Edit Settings
09/23/19	Ricardo Puato III	1.2	Added specifications for use case 2.0 Share Location

**Use-Case Name:** 1.1 Add Receiver

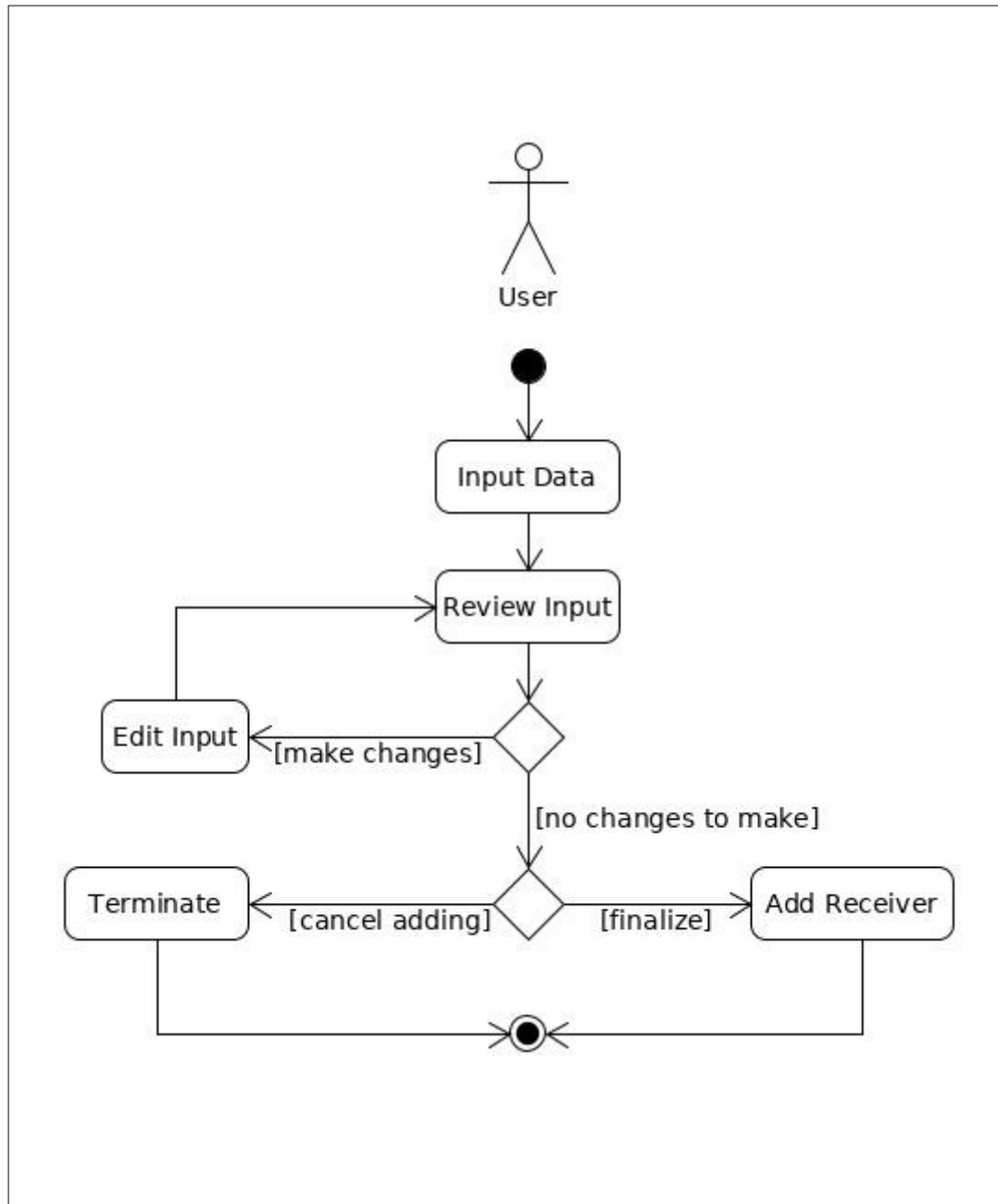
**Description:** The user would add receivers. Personal information—name and contact details—of the receiver would be asked. These information would be used for location sharing.

**Preconditions:** The user should have the necessary information about the receivers to be added.

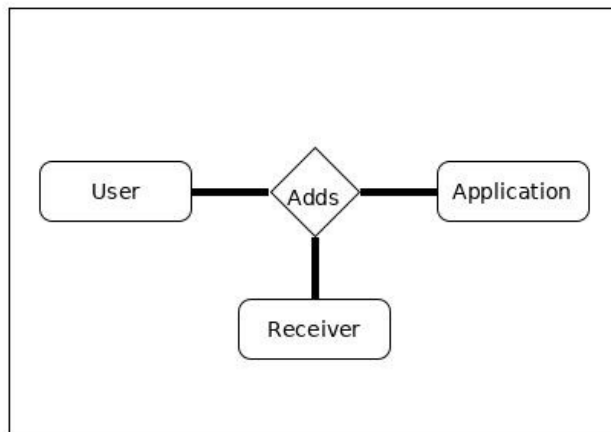
**Flow of Events:**

<b>Scenario Name</b>	<b>Description</b>
Scenario 1 (Basic Flow) User adds a receiver.	1. User inputs receiver data on the application. 2. User reviews the inputted data. 3. User adds the receiver to the list of receivers.
Scenario 2 User edits inputted information before finalizing.	1. User inputs receiver data on the application. 2. User reviews the inputted data. 3. User edits inputted data to make changes. 4. User adds the receiver to the list of receivers.
Scenario 3 User cancels adding a new receiver after reviewing input.	1. User inputs receiver data on the application or cancels the process. 2. User reviews the inputted data. 3. User terminates the process.
Scenario 4 User cancels adding a new receiver after editing data.	1. User inputs receiver data on the application. 2. User reviews the inputted data. 3. User edits inputted data to make changes. 4. User terminates the process.

**Activity Diagram of the Flow of Events:**



***Other Diagram:***



***Post-condition:*** NONE

***Relationships:*** 1.1 Add Receiver extends 1.0 Maintain Profile

***Special Requirements:*** NONE