# Use Case # [Remove user]

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| GENERAL CHARACTERISTICS | |
| **Author** | Yibing Zhang |
| **Last Update:** | 9/25/2017 |
| **Scope** | Home Automation System |
| **Level** | User-goal |
| **Status** | Incomplete Conceptualization |
| **Primary Actor** | Mobile Application User |
| **Secondary Actors** | Server; Mobile Application |
| **Stakeholders and Interests** | Mobile App User: Wants to remove or disable a speaker |
| **Preconditions** | User has Mobile application installed and registered.  User is in the system. |
| **Success Post Condition** | The user is successfully removed |
| **Failed Post Condition** | The user remains in the system |

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| MAIN SUCCESS SCENARIO (or basic flow) | |
| **Step** | **Action -** description in words of each step in success scenario |
| 1 | The administrator goes to the administrator page and navigates to the “remove a user” menu |
| 2 | The page displays the options of users to remove |
| 2 | The page instructs the administrator to navigate the user and then click remove. |
| 4 | The administrator system sends the information to the server. |
| 5 | The server removes the user from its database. |
| 6 | The user is now removed. |

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| EXTENSIONS or Alternate Flows | |
| **Step** | **Branching Action** |
| *n..m* | \*a At any time the server fails:   1. Server attempt to find and fix issues   1a. Server is offline  1. App informs the user that no server is detected  2. User restarts the server  3. App reconnects to the server    1b. Server crash  1. Server auto restart  1a. Server fails to auto restart  1. Mobile app informs the user after 1 minute of no response from the server  2. User manually restarts server   1. Server requests information from the mobile application and resumes normal functionality   \*b At any time the mobile application fails:  1. Mobile app searches for issue  1a. Mobile app has no network connection  1. App attempts to connect to wifi to restore connection  1a. App fails to connect to wifi  1. The information is stored on the app and queue to send when connection is restored  2. The app informs the user that it has no network connection.  2a. Mobile application crashes  1. Mobile app sends information about the cause of the crash  2. App attempts to auto restart  2a. Fails to auto restart  1. User manually restarts the app  2. App sends information to the server  3. Mobile app sends its information to the server and reestablishes connections based on what the server sends back |
| 4. The user cannot be removed  1. The user must ensure that he is in the system  2. administrator cannot be removed |

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| SPECIAL REQUIREMENTS | |
| **Req Num** | **Requirement** |
| *n* | 1. Speaker connections restricted to users 2. Server communications require authentication 3. Server communication allowed outside of the local network |

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| TECHNOLOGY AND DATA VARIATIONS LIST | |
| **Var Num** | **Variation** |
| *n* | 7a. Communications are done over a wireless network so server would need internet and mobile device would need mobile data or be connected to wifi  7b. Keyboard is required to restart server as admin passwords would be needed |

***FREQUENCY OF OCCURRENCE***: Not often. It only occurs when the person doesn’t live in this house

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| OTHER ISSUES | |
| **Issue Num** | **Issue** |
| *n* | 1. How will administrator be authenticated (if the password leaks out)? 2. How do we deal with the case administrator will be removed? |