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Project: Booze Tracker

Requirements:

I went over the following user requirements:

UR-05	As a user, I want to be able to view my drinking history through a graph depicting number of drinks vs. days.	UI	Low
UR-06	As a user I expect to be notified when I have had too much alcohol	Notification	Low

Use Case UC-UR-05	Use Case Name Display graph showing drinking habits	Date: March 12, 2017
		Version: 0.1

Description	User is prompted with a graph displaying how much they have drank in a given time period
User Priority	Low
Performance	Screen refresh is finished within 500ms
Primary Actor	User of application
Preconditions	None
Postcondition	

	On Success	The user is presented with a graph of drinking history
	On Failure	The user has a clear notification

Trigger	User clicks on "graph"

Main Scenario

#	Actor Action	System Response
1	User clicks on graph button	System requests history from persisted data in database and displays the data in a graph
2		Model calculates drinks per day for 30 days
3		Model updates the view.

Terminates Use Case Successfully

Exception Scenario:

#	Actor Action	System Response
1	User clicks on graph button	System fails to query database
3		User is notified of error.

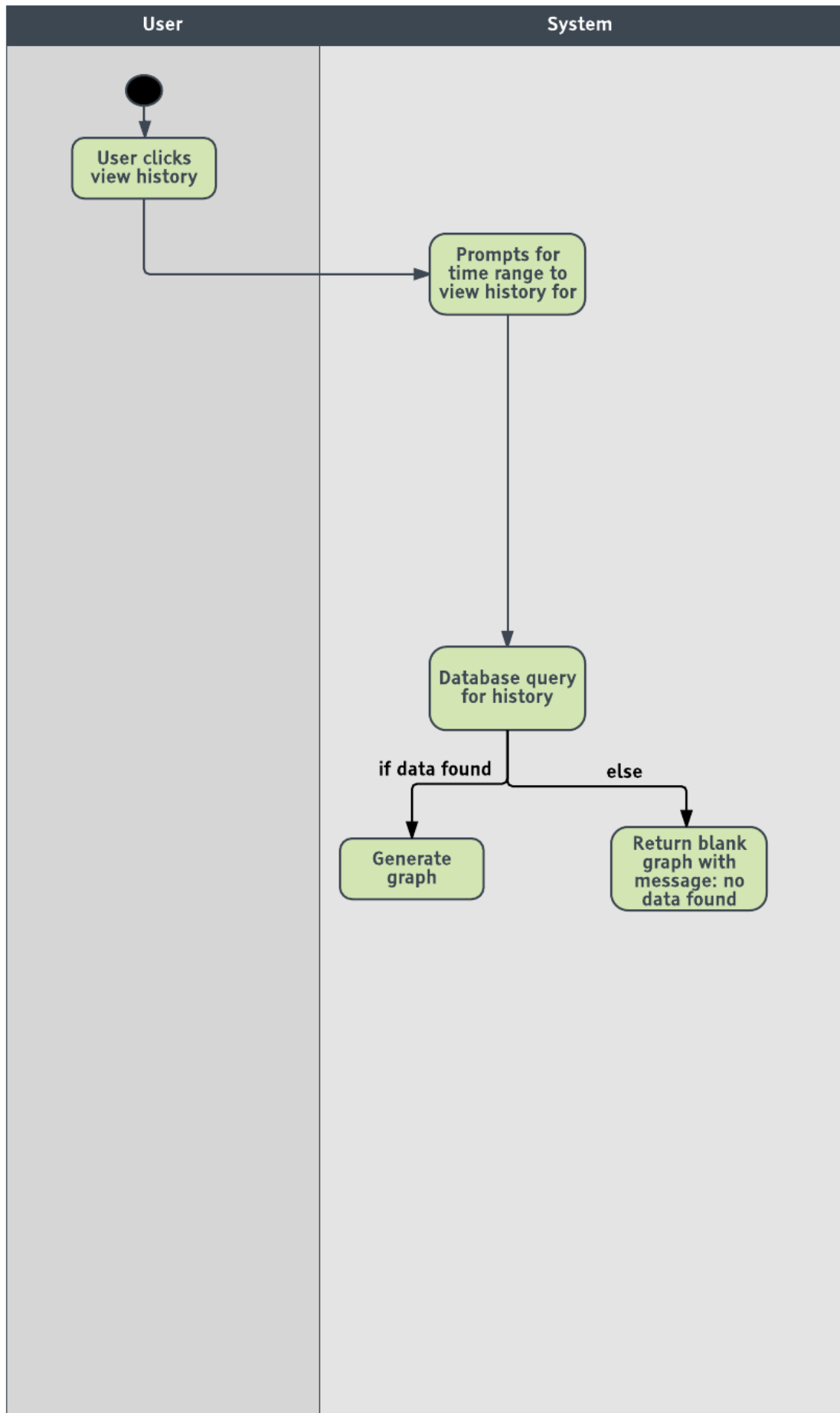Terminates Use Case Unsuccessfully

Annotation

Use Case UC-UR-06	Use Case Name Notification when user has too much alcohol	Date: March 13, 2017
		Version: 0.1

Description	User alerted when they have had too much to drink
User Priority	Low
Performance	Within 50ms of adding a drink, the user is notified
Primary Actor	User of application

	Preconditions	The user must have already entered the necessary information for BAC calculation, and it is above the set limit.	
	Postcondition		
		On Success	User is alerted of their high BAC and suggested to stop consumption.
		On Failure	User is alerted that there has been an error.
	Trigger	Database receives insert query.	

Main Scenario

#	Actor Action	System Response
1	User	Database is queried to find and report drink history
2		
3		

Terminates Use Case Successfully

Exception Scenario:

#	Actor Action	System Response
1	User requests previous drink information	Drink is not found in history, error message is displayed to user
2		
3		

Terminates Use Case Unsuccessfully

Annotation

Activity Diagram:

This activity diagram is for user requirement UC-UR-05 and corresponding use case UC-05. This activity diagram gives a flow overview of how the program functions when a user wishes to view their drinking history.

User	System
●	
User clicks view history	
	Prompts for time range to view history for
	Database query for history
	if data found **else**
	Generate graph **Return blank graph with message: no data found**

Sequence Diagram:

This sequence diagram is for user requirement UC-UR-05 and corresponding use case UC-05. This sequence diagram details how the objects relate to one another when a user wishes to view their drinking history.

SEQUENCE DIAGRAM SD-UC-UR-05

USER	Controller:ViewHistoryController	Model:ViewHistoryModel	View:ViewHistoryView

Click ViewHistory

calculate30days()

notify()

update()