CS1C Use-Case Descriptions ~ Team Solaris

USE CASE NUMBER 01

<u>Application</u>: 2D Graphics Modeler

<u>Use Case Name</u>: Creating Testimonials

<u>Use Case Description</u>: Any user may optionally enter a testimonial reviewing and rating the application. Any user can also view other users testimonials.

<u>Primary Actor</u>: System user

<u>Precondition</u>: Application running and user log-in information know.

<u>Trigger</u>: When application first starts and is running.

<u>Basic Flow</u>: When application boots up, the log-in box is displayed to the screen. The user then enters their log-in information to gain access to everything. In the next menu shown, the testimonials/feedback button is given and when selected, a dialog box opens up. This dialogue box is where the user will enter their feedback. Once complete, the user can press the send button to post their testimonial and leave the menu at any time. The user can also view other testimonials in the testimonials/feedback menu by selecting the view testimonials button.

<u>Alternate Flow</u>: User can exit the testimonials/feedback menus and by pressing the X button on the top of the box, this also is the same

when in the dialog box for writing feedback and viewing feedback.

USE CASE NUMBER 02

Application: 2D Graphics Modeler

Use Case Name: User Case Login

Use Case Description: All users must log-in first before they can use the system.

Primary Actor: System user

Precondition: Application starts up and is running.

Trigger: When application first starts up.

Basic Flow: When application starts, the user is displayed with a log-in box where user must log-in with their username and password. They then must press the log-in button once all their info is correctly type in. User from their can access the application if log-in information is entered correctly and valid.

Alternate Flow: Users enters invalid log-in information and enters it. The user is shown an invalid log-in message and is retaken back to the log-in screen. User can't access application until correct log-in information is put in.

USE CASE NUMBER 03

Application: 2D Graphics Modeler

Use Case Name: Shapes Report

<u>Use Case Description</u>: All users will be able to view shape info.

<u>Primary Actor</u>: System user.

<u>Precondition</u>: Application renders the shapes.

<u>Trigger</u>: When system user clicks on "view Report".

<u>Basic Flow</u>: When the user sees what shapes are being rendered, they he or she can click on "view report" to access the shape report. User can press the X button to close the shape report when they are done.

<u>Alternate Flow</u>: None