Music Mobile App

Play Music

Version 1.0

Revision History

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| --- | --- | --- | --- |
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Play Music

# Use-Case Play Music

## Brief Description

This use case works when the user wants to listen to a song in the Music Mobile App.

# Flow of Events

## Basic Flow

1. User opens the Music Mobile App.

2. Select the song want to listen.

3. System play music.

## Alternative Flows

There are no alternative flow associated with this use case.

# Special Requirements

## Interface should be easy for first time users to use.

## Response time no more than 10 seconds.

# Preconditions

## Open the Music Mobile App.

# Postconditions

## Stop song

Users can stop playing music whenever they don't want to listen anymore.

## View information song

User can view song information such as singer, songwriter, release date...

## Recommend song

Users can recommend the music they are listening to others.

## Back-ward

Users can listen to the music they just listened to before.

## For-ward

Users can skip to the next song.

## Rate song

Users can rate the song.

# Extension Points

## Rate song

Users can rate the song when they hear at least 40% of the song.