|  |  |
| --- | --- |
| Use Case ID: | UC01 |
| Use Case Name: | Administrator can log in to the system. |
| Short Description: | Administrator can login to the system using his username and password. |
| Related Use Cases: |  |
| Actors: | Administrator |
| Pre conditions: | The valid username and password are stored in database. |
| Flow of Events: | 1. Administrator browses to login page. 2. The system provides UI for admin to login using username and password. 3. Administrator enters the username and password. 4. The system validates username and password 5. After successful login, system redirects to the home page of administrator. |
| Alternative and Exceptional: | If the username and password are not matched in the system, the system does not allow to log in to the system, the error message “Incorrect username or password! Please try again” is shown.  After the error message, the system returns the administrator to the login page. |

**Input**

|  |  |  |
| --- | --- | --- |
| **Input** | **Description** | **Example** |
| Username | The username must matching with the username that user provides on registration. | “Admin1” |
| Password | The password must matching with the password that user provides on registration. | “ad001” |

**Output**

The system allows user to access the application.

|  |  |
| --- | --- |
| Use Case ID: | UC02 |
| Use Case Name: | Administrator can edit his profile. |
| Short Description: | Administrator can manage the wrong information of profile |
| Related Use Cases: |  |
| Actors: | Administrator |
| Pre conditions: | Administrator has to log in the administrator. |
| Flow of Events: | 1. Administrator browses for the edit page. 2. Administrator click “edit” button on the top right page. 3. Administrator enter new information. 4. Administrator click “save” button. 5. The system update the information in the system. 6. After successful update, the system alert message “Update completely”. 7. The system returns the user to the edit page. |
| Alternative and Exceptional: |  |

**Input**

|  |  |  |
| --- | --- | --- |
| Input | Description | Example |
|  |  |  |
|  |  |  |

**Output**

The system updates the new profile in the database.

|  |  |
| --- | --- |
| Use Case ID: | UC03 |
| Use Case Name: | Administrator can approve the registered account from the team members |
| Short Description: |  |
| Related Use Cases: |  |
| Actors: | Administrator |
| Pre conditions: | Administrator has to log in the administrator. |
| Flow of Events: | 1.Administrator browses the admin home page.  2. The system provides UI for admin home page.  3. The system show new user request on the home page.  4.Administrator click “Approve” button.  5. The system update the information in the system |
| Alternative and Exceptional: |  |

Input

Administrator click “Approve” button

Output

The system updates account of member in the database.

|  |  |
| --- | --- |
| Use Case ID: | UC04 |
| Use Case Name: | Administrator can log out from the system. members |
| Short Description: | Administrator can log out of the system by click “log out” button at top right page. |
| Related Use Cases: |  |
| Actors: | Administrator |
| Pre conditions: | Administrator has to log in the administrator. |
| Flow of Events: | 1.Collector has to login to the system  2.The system provide homepage UI.  3.Collector click “log out” button at top right page.  4.The system log out of collector in the system.  5.After successful log out, the system shows the message “Logged out”.  6.The system return to the homepage UI of collector. |
| Alternative and Exceptional: |  |

Input

Administrator click “Logout” button

Output

System shows the log in page of administrator and allow user to input username and password again

|  |  |
| --- | --- |
| Use Case ID: | UC05 |
| Use Case Name: | Team leader can log in to the system. |
| Short Description: | Team leader can login to the system using his username and password. |
| Related Use Cases: |  |
| Actors: | Team leader |
| Pre conditions: | The valid username and password are stored in database. |
| Flow of Events: | 1. Team leader browses to login page. 2. The system provides UI for admin to login using username and password. 3. Team leader enters the username and password. 4. The system validates username and password 5. After successful login, system redirects to the home page. |
| Alternative and Exceptional: | If the username and password are not matched in the system, the system does not allow to log in to the system, the error message “Incorrect username or password! Please try again” is shown.  After the error message, the system returns the team leader to the login page. |

**Input**

|  |  |  |
| --- | --- | --- |
| **Input** | **Description** | **Example** |
| Username | The username must matching with the username that user provides on registration. | “Admin1” |
| Password | The password must matching with the password that user provides on registration. | “ad001” |

**Output**

The system allows user to access the application.

|  |  |
| --- | --- |
| Use Case ID: | UC06 |
| Use Case Name: | Team leader can log out from the system. |
| Short Description: | Team leader can log out of the system by click “log out” button at top right page. |
| Related Use Cases: |  |
| Actors: | Team leader |
| Pre conditions: | Team leader has to login to the system. |
| Flow of Events: | 1.Team leader has to login to the system  2.The system provide homepage UI.  3.Team leader click “log out” button at top right page.  4.The system log out of team leader in the system.  5.After successful log out, the system shows the message “Logged out”.  6.The system return to the homepage UI of Team leader. |
| Alternative and Exceptional: |  |

Input

Team leader click “Logout” button

Output

System shows the log in page of team leader and allow user to input username and password again

**Feature#2: Authentication system on mobile application**

|  |  |
| --- | --- |
| Use Case ID: | UC07 |
| Use Case Name: | Team leader can log in to the system |
| Short Description: | Team leader can login to the system using his username and password. |
| Related Use Cases: |  |
| Actors: | Team leader |
| Pre conditions: | The valid username and password are stored in database. |
| Flow of Events: | 1. Team leader browses to login page. 2. The system provides UI for admin to login using username and password. 3. Team leader enters the username and password. 4. The system validates username and password 5. After successful login, system redirects to the home page. |
| Alternative and Exceptional: | If the username and password are not matched in the system, the system does not allow to log in to the system, the error message “Incorrect username or password! Please try again” is shown.  After the error message, the system returns the team leader to the login page. |

**Input**

|  |  |  |
| --- | --- | --- |
| **Input** | **Description** | **Example** |
| Username | The username must matching with the username that user provides on registration. | “AA001” |
| Password | The password must matching with the password that user provides on registration. | “001” |

**Output**

The system allows user to access the application.

|  |  |
| --- | --- |
| Use Case ID: | UC08 |
| Use Case Name: | Team leader can log out from the system. |
| Short Description: | Team leader can log out of the system by click “log out” button at top right page. |
| Related Use Cases: |  |
| Actors: | Team leader |
| Pre conditions: | Team leader has to login to the system. |
| Flow of Events: | 1.Team leader has to login to the system  2.The system provide homepage UI.  3.Team leader click “log out” button at top right page.  4.The system log out of team leader in the system.  5.After successful log out, the system shows the message “Logged out”.  6.The system return to the homepage UI of team leader. |
| Alternative and Exceptional: |  |

Input

Team leader click “Logout” button

Output

System shows the log in page of team leader and allow user to input username and password again

|  |  |
| --- | --- |
| Use Case ID: | UC09 |
| Use Case Name: | Collector can register the system. |
| Short Description: | Collector has to register their information in order to use the system. The user has to provide the user’s name, surname, username, password, address, email, and picture to register to the system. |
| Related Use Cases: |  |
| Actors: | Collector |
| Pre conditions: | Collector has to login to the system. |
| Flow of Events: | 1 Collector browses for the registration page.  2. Collector supplies all the information in the page.  3. The system validates the format of the input data and the existed data.  4. The system shows the message “Registered Successfully”. |
| Alternative and Exceptional: |  |

**Input**

|  |  |  |
| --- | --- | --- |
| Input | Description | Example |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

Output

|  |  |
| --- | --- |
| Use Case ID: | UC10 |
| Use Case Name: | Collector can log in to the system. |
| Short Description: | Collector can login to the system using his username and password. |
| Related Use Cases: |  |
| Actors: | Collector |
| Pre conditions: | The valid username and password are stored in database. |
| Flow of Events: | 1.Collector browses to login page.  2. The system provides UI for collector to login using username and password.  3. Collector enters the username and password.  4. The system validates username and password.  5. After successful login, system redirects to the home page of  collector |
| Alternative and Exceptional: | If the username and password are not matched in the system, the system does not allow to log in to the system, the error message “Incorrect username or password! Please try again” is shown.  After the error message, the system returns the collector to the login page. |

**Input**

|  |  |  |
| --- | --- | --- |
| **Input** | **Description** | **Example** |
| Username | The username must matching with the username that user provides on registration. | “CC001” |
| Password | The password must matching with the password that user provides on registration. | “c001” |

**Output**

The system allows user to access the application.

|  |  |
| --- | --- |
| Use Case ID: | UC11 |
| Use Case Name: | Collector can log out from the system. |
| Short Description: | Collector can log out of the system by click “log out” button at top right page. |
| Related Use Cases: |  |
| Actors: | Collector |
| Pre conditions: | Collector has to login to the system. |
| Flow of Events: | 1.Collector has to login to the system  2.The system provide homepage UI.  3.Collector click “log out” button at top right page.  4.The system log out of collector in the system.  5.After successful log out, the system shows the message “Logged out”.  6.The system return to the homepage UI of collector. |
| Alternative and Exceptional: |  |

Input

Collector click “Logout” button

Output

System shows the log in page of collector and allow user to input username and password again

Feature3

|  |  |
| --- | --- |
| Use Case ID: | UC12 |
| Use Case Name: | Administrator can create the team project. |
| Short Description: | Administrator can create the team project which he has to input the name of project. After that, clicks save to create a new project to the system. |
| Related Use Cases: |  |
| Actors: | Administrator |
| Pre conditions: | Administrator has to login to the system to the admin page. |
| Flow of Events: | 1. Administrator clicks “Create Project” button to go to create project page.  2. The system provides a text box to input the project name.  3. Administrator enters the name of the project.  4. Administrator clicks “Create” button.  5. The system checks the format of the input data.  6. The system creates the new project in database.  7. The system redirects to the admin page. |
| Alternative and Exceptional: | E.5 If the administrator input data in wrong format, the system should provide the error message “Incorrect information, length should be 0-20 characters.” After the error message, the system will go back to step 2.  A.5 The administrator clicks “Cancel” button to go back to admin page. |

**Input**

|  |  |  |
| --- | --- | --- |
| **Input** | **Description** | **Example** |
| Project Name | The project name should contain letter or number. The length should be 0-20 characters. | “AngKaew1” |

**Output**

The new team project will be created in the database

|  |  |
| --- | --- |
| Use Case ID: | UC13 |
| Use Case Name: | Admin can add the team members into the team project. |
| Short Description: | Administrator can add team members from the list of all collectors who is approved an account by administrator already. The administrator has to select collectors from combo box. After selecting, clicks add to add the team member to the project. |
| Related Use Cases: |  |
| Actors: | Administrator |
| Pre conditions: | Administrator has to create the team project. |
| Flow of Events: | 1. The administrator clicks the project he wants to add team member. 2. The system retrieves all of collector’s accounts which are approved an account by administrator from the database 3. The system provides UI for adding the team member. 4. The system shows name of the collectors in the combo box. 5. The administrator selects the collectors that he wants to add into the team project. 6. The administrator clicks “Add” button. 7. The system adds the collectors to team project in database. 8. The system displays the message “Successful adding the team members”. |
| Alternative and Exceptional: |  |

Input

Administrator click “Add” button

Output

The system updates team member into the project.

|  |  |
| --- | --- |
| Use Case ID: | UC14 |
| Use Case Name: | Administrator can specify a team leader from all members in the team project. |
| Short Description: | Administrator can specify team leader in each team project to authorize to do the map location management and view the test result presentation by choosing one of all members in the team. The administrator has to select one of team members then clicks save to set team leader in the project. |
| Related Use Cases: |  |
| Actors: | Administrator |
| Pre conditions: | Administrator has to add the team members into the team project. |
| Flow of Events: | 1. The administrator browses to team project page. 2. The system retrieves team project information from the database. 3. The system provides UI for selecting the team leader. 4. The administrator clicks “Add team leader” button to select the team leader. 5. The administrator selects the team leader from all members in the team project. 6. The administrator clicks “Save” button. 7. The system authorizes the team leader in the team project to database. 8. The system provides the successful team leader selection UI. |
| Alternative and Exceptional: | A.5 If the administrator chooses cancel the system will go back to step 3. |

**Input**

The selected team member in the project.

**Output**

The selected team member delegated to control the map location management and the test result presentation in the team project.

|  |  |
| --- | --- |
| Use Case ID: | UC16 |
| Use Case Name: | Administrator can change team leader in the team project. |
| Short Description: | Administrator can change team leader by selecting from team members in the team project. Changing can only do before the project starts. |
| Related Use Cases: |  |
| Actors: | Administrator |
| Pre conditions: | Administrator has to add the team members into the team project. |
| Flow of Events: | 1.The administrator browses to team project page.  2.The system retrieves team project information from the database.  3.The system provides UI for selecting the team leader.  4.The administrator clicks “Edit team leader” button to select the team leader.  5.The administrator selects the team leader from all members in the team project.  6.The administrator clicks “Save” button.  7.The system updates the new team leader in the team project to database.  8.The system provides the successful team leader selection UI. |
| Alternative and Exceptional: | A.5 If the administrator chooses cancel the system will go back to step 3. |

**Input**

The selected team member in the project.

**Output**

The system updates the new team leader of this project in the database.

|  |  |
| --- | --- |
| Use Case ID: | UC17 |
| Use Case Name: | Administrator can view the team project with their members. |
| Short Description: | Administrator can view all the team project information by clicking the project he want to view which contains the name of project and the name of team members. |
| Related Use Cases: |  |
| Actors: | Administrator |
| Pre conditions: | Administrator has to login to the system to the admin page. |
| Flow of Events: | 1. The administrator browses to team project page. 2. The system retrieves the information of the team project from database. 3. The system shows list of the team project. 4. The administrator selects team project that he want to view. 5. The system shows the team project information which includes the name of the project and the team members. |
| Alternative and Exceptional: | If the username and password are not matched in the system, the system does not allow to log in to the system, the error message “Incorrect username or password! Please try again” is shown.  After the error message, the system returns the administrator to the login page. |

**Input**

The selected team project that the administrator wants to view the information.

**Output**

Systemwill show the information of the selected team project.

|  |  |
| --- | --- |
| Use Case ID: | UC18 |
| Use Case Name: | Team leader can view the team projects with their member which is only assigned by admin. |
| Short Description: | Team leader can view the team project information by clicking the project he want to view which contains the name of project and the name of team members. Team leader can only view the project that he is assigned. |
| Related Use Cases: |  |
| Actors: | Team leader |
| Pre conditions: | Team leader has to login to the system to the team leader page. |
| Flow of Events: | 1. The team leader browses the team project page of team leader. 2. The system retrieves the information of the assigned team project from database. 3. The system shows list of the team project which team leader is assigned. 4. The team leader selects team project that he want to view. 5. The system shows the team project information which includes the name of the project and the team members. |
| Alternative and Exceptional: |  |

**Input**

The selected team project that the team leader wants to view the information.

**Output**

Systemwill show the information of the selected team project.

|  |  |
| --- | --- |
| Use Case ID: | UC19 |
| Use Case Name: | Team leader can remove team members out of the team project. |
| Short Description: | Team leader can delete the team member that he wants to let him out of the team. |
| Related Use Cases: |  |
| Actors: | Team leader |
| Pre conditions: | Team leader has to log in to the system to the team leader page. |
| Flow of Events: | 1. The team leader browses to team project page. 2. The system retrieves team project information from the database. 3. The system shows list of team project. 4. The team leader chooses the project he wants to remove the team members. 5. The system provides UI for removing the team member. 6. The team leader selects team members that want to remove. 7. The team leader clicks “Remove” button. 8. The system deletes the team member from the team project. 9. The system provides the successful removing team members UI. |
| Alternative and Exceptional: | A.7 If the administrator chooses cancel the system will go back to step 3. |

**Input**

The selected team member in the project.

**Output**

System deletes the selected team members from the team project in database.