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# **Bills Reminder**

## **Use Case Diagram**

Submitted to:

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### ***Unique Reference:***

The documents are stored in the <https://github.com/primorskey/CS-191-Project>  
<https://github.com/primorskey/CS-191-Project/tree/master/02-Requirements%20Engineering>

### ***Document Purpose:***

This document will serve as a contract between the customer, end-users and the system developers. The document will be used to validate what the customers and end-users want the system will be. This document will also be used to ensure that the developers will build the expected system.

### ***Target Audience:***

This document is targeted at the customers, end-users and system developers.

### ***Revision Control***

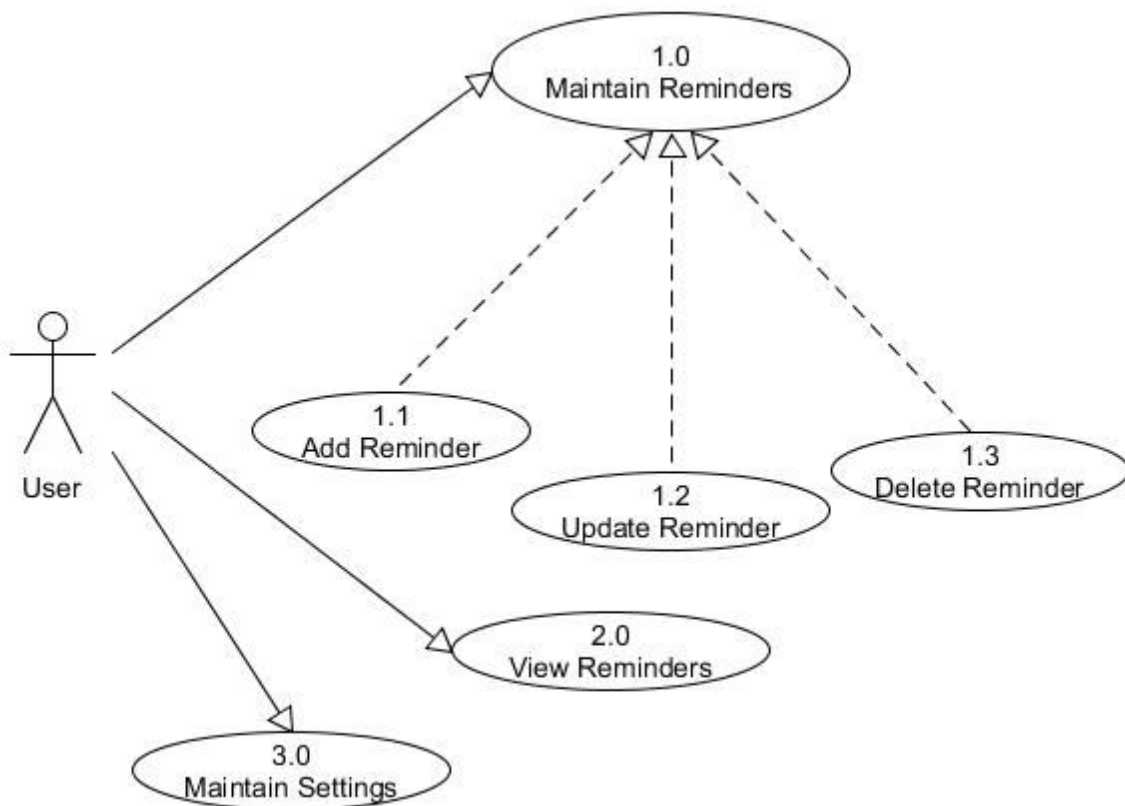
#### ***History Revision:***

<b><i>Revision Date</i></b>	<b><i>Person Responsible</i></b>	<b><i>Version Number</i></b>	<b><i>Modification</i></b>
09/28/2016	Anthony Dacoco	1.0	Initial Document; Insertion of Use case diagram.

**System Name:** Bill Reminder

**Description:** The Bill Reminder app would help users pay their bills by giving out alarms about the upcoming deadline and the amount due. Users will have the option to be reminded in their frequency of their choosing. The users will also have the choice to set up an alarm for when they are planning to pay their bills, this alarm will show what bills they will be able to pay at the time.

**Use-Case Diagram:**



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*List of Actors:*

<b>Actors</b>	<b>Description</b>
User	The user will be the entity who will use the system. It will have the freedom to maintain and view the reminders. The user will also have the freedom to modify some settings to fit its preferences.

*List of Use-cases:*

<b>Use-Case</b>	<b>Description</b>
Use-Case 1.0 Maintain Reminders	An umbrella use case that encompasses Add, Update and delete the reminders.
Use-Case 1.1 Add Reminder	The user will be able to add a reminder to the database. The user will input all necessary information about the reminder and the system will check for any problem with the input and save if none are found. The database will then be updated.
Use-Case 1.2 Update Reminder	The user will be able to edit a reminder in the database. The user will select an existing reminder and edit all necessary information about the reminder and the system will check for any problem with the input and save if none are found. The database will then be updated.
Use-Case 1.3 Delete Reminder	The user will be able to delete a reminder in the database. The user will select an existing reminder to be deleted. A prompt will show to confirm the action and if the user says yes, the reminder will then be deleted. The database will then be updated.
Use-Case 2.0 View Reminders	The user will be able to view all reminders in the database.
Use-Case 3.0 Maintain Settings	The user will be able to view and edit some settings of the system to fit its preferences.