In this challenge, we'll be writing use cases and user stories to help design a jukebox to go onto a spaceship so astronauts can listen to music on their way to the moon. This is an extension of the previous challenge problem where we defined requirements for the space jukebox.

Our goal for this challenge is to write two use cases and two user stories for the jukebox.

Solution

-First use case

Let's start with the most common thing you can do with the jukebox ➞Play a song.

The primary actor here will be the user.The user browses the library of available albums. They select an album, then browse the songs on that album, and then finally the user selects a song, and the jukebox plays it.

Second use case-

Let's look at a slightly more complicated scenario, selecting multiple songs to play. I prefer to format my use cases as a list of steps. The first four steps of this use case will

have a lot in common with the previous case to play a single song.

So

The system identifies the user, the user browses the available albums and songs, selects a song, and then the system begins playing it. After that, though, this use case introduces some new events. The user continues browsing and selects a second song. The system adds that second song to a play queue, and then plays it after the first song is over. This use case introduces the concept of a play queue that wasn't present in the first one.