

USE CASES

Use Case	<i>Register</i>
Primary Actor	User
Goal In Context	User should be able to register to the system by giving username and password.
Preconditions	User should not be previously registered to the system
Trigger	User wants to register with the system
Scenario	1. User puts username when prompted “what username would you like?” 2. User puts password when prompted “what password would you like?”
Exceptions	Username is not unique
Priority	High

Use Case	<i>Login</i>
Primary Actor	User
Goal In Context	User should be able to login to the system by giving username and password.
Preconditions	User should be previously registered to the system
Trigger	User wants to login to the system
Scenario	1. User puts username when prompted “what username would you like?” 2. User puts password when prompted “what password would you like?”
Exceptions	Username and password are incorrect
Priority	High

Use Case	<i>User is able to send direct message</i>
Primary Actor	Sender, Receiver
Goal In Context	Sender should send message to the receiver and receiver should receive it.
Preconditions	Sender and receiver should be present in the system Both sender and receiver are online. Sender and receiver are already logged in to the application.
Trigger	User wants to send a direct message to another user
Scenario	1. Sender sends message to the receiver in the format “@receiver <message body>” 2. System accepts message and sends to receiver of the message. 3. Receiver receives the message.
Exceptions	Message is in incorrect format.- No message sent
Priority	High

Use Case	<i>User is able to send group message</i>
Primary Actor	Sender, GroupUsers
Goal In Context	Sender should send message to the group and users of the group should receive it.
Preconditions	Sender and group users should be present in the system Both sender and group users are online. Sender and group users are already logged in to the application.
Trigger	User wants to send a group message
Scenario	1. Sender sends message to the group in the format “#groupname <message body>” 2. System accepts message and sends to all the users in the group. 3. Users of the group receives the message.
Exceptions	Message is in incorrect format.- No message sent
Priority	High

Use Case	<i>User is able to send group message</i>
Primary Actor	Sender, GroupUsers
Goal In Context	Sender should send message to the group and users of the group should receive it.
Preconditions	Sender and group users should be present in the system Both sender and group users are online. Sender and group users are already logged in to the application.
Trigger	User wants to send a group message
Scenario	1. Sender sends message to the group in the format “#groupname <message body>” 2. System accepts message and sends to all the users in the group. 3. Users of the group receives the message.
Exceptions	Message is in incorrect format.- No message sent
Priority	High

Use Case	<i>User is able get messages which were sent to him when offline after logging back in the order sent to him.</i>
Primary Actor	Receiver, Senders
Goal In Context	Receiver should receive message after logging back from senders who have sent him messages offline. The messages received should be in the order of how the messages were sent..
Preconditions	Senders and receiver should be present in the system Senders are online. Receiver is offline. Senders are already logged in to the application.
Trigger	Sender sends a message to offline user
Scenario	1. Senders send multiple messages to the receiver who is offline. 2. After the messages have been sent, receiver comes back online 3. Receiver receives the messages in the order it was sent
Exceptions	Message is in incorrect format.- No message sent
Priority	High

Use Case	<i>User who is offline is able get messages which were sent to group which he is part of after logging back in the order sent to him.</i>
Primary Actor	Receiver, Group
Goal In Context	Receiver should receive message after logging back from group which have sent him messages offline. The messages received should be in the order of how the messages were sent..
Preconditions	Receiver and group users should be present in the system Senders are online. Receiver is offline. Senders are already logged in to the application.
Trigger	Sender in a group sends a message to offline user who is part of the same group.
Scenario	1. Senders send multiple messages to a group for which the receiver is offline. 2. After the messages have been sent, receiver comes back online 3. Receiver receives the messages in the order it was sent
Exceptions	Message is in incorrect format.- No message sent
Priority	High

Use Case	<i>A subpoena user is able get messages of the targeted subpoena.</i>
Primary Actor	Subpoena user
Goal In Context	Subpoena user is able to get the messages of targeted subpoena
Preconditions	Subpoena user and targeted wiretap users should be present in the system Subpoena user is already logged in to the application.
Trigger	Targeted wiretap users send messages.
Scenario	1. Targeted wiretap user sends a message 2. Subpoena user gets the message sent by the target wiretap.
Exceptions	None
Priority	High

Use Case	<i>After a subpoena user comes back online, all the messages of the targeted subpoena should be sent to him in the order in which the messages were sent.</i>
Primary Actor	Subpoena user
Goal In Context	Subpoena gets the offline targeted subpoena messages.
Preconditions	Subpoena user and targeted wiretap users should be present in the system Subpoena user should be offline in the application.
Trigger	Targeted wiretap users send messages.
Scenario	<ol style="list-style-type: none"> 1. Targeted wiretap user sends a message 2. After the message has been sent by the targeted subpoena user, the subpoena user comes back online. 3. All the subpoena messages are sent back to the subpoena user in the order of the messages sent.
Exceptions	None
Priority	High

Use Case	<i>A subpoena user is able get messages of the targeted group subpoena.</i>
Primary Actor	Subpoena user
Goal In Context	Subpoena user is able to get the messages of targeted group subpoena
Preconditions	Subpoena user and targeted wiretap group should be present in the system Subpoena user is already logged in to the application.
Trigger	Targeted wiretap group send messages.
Scenario	<ol style="list-style-type: none"> 1. Targeted wiretap group sends messages 2. Subpoena user gets the message sent by the target wiretap group.
Exceptions	None
Priority	High

Use Case	<i>After a subpoena user comes back online, all the messages of the targeted group subpoena should be sent to him in the order in which the messages were sent.</i>
Primary Actor	Subpoena user
Goal In Context	Subpoena gets the offline targeted group subpoena messages.
Preconditions	Subpoena user and targeted wiretap group should be present in the system Subpoena user should be offline in the application.
Trigger	Targeted wiretap users send messages.
Scenario	<ol style="list-style-type: none"> 1. Targeted wiretap group sends a message 2. After the message has been sent by the targeted subpoena group, the subpoena user comes back online. 3. All the subpoena messages are sent back to the subpoena user in the order of the messages sent.
Exceptions	None
Priority	Medium

Use Case	<i>User is able to recall messages sent if the receiver is offline</i>
Primary Actor	Sender, Receiver
Goal In Context	Sender is able to recall messages sent if the receiver is offline.
Preconditions	Senders and receiver should be present in the system Senders are online. Receiver is offline. Senders are already logged in to the application.
Trigger	Sender sends message to a receiver offline.
Scenario	<ol style="list-style-type: none"> 1. Sender sends a message to a receiver who is offline. 2. Sender recalls the message which was sent. 3. Receiver is not able to see the message recalled by the sender when he logs back in.
Exceptions	None
Priority	High

Use Case	<i>Subpoena user is able to understand if a message has been recalled.</i>
Primary Actor	Subpoena user, Target subpoena users
Goal In Context	Subpoena user should get some information suggesting that a message has been recalled.
Preconditions	Subpoena user is online. Subpoena user and targeted wiretap users should be present in the system
Trigger	Sender recalls message sent to a receiver offline.
Scenario	<ol style="list-style-type: none"> 1. Subpoena target sends a message to a receiver who is offline. 2. Subpoena target recalls the message which was sent. 3. Receiver is not able to see the message recalled by the sender when he logs back in. 4. Subpoena user is able to get some information suggesting that the message has been recalled
Exceptions	None
Priority	High

Use Case	<i>User is able to search based on specific attribute</i>
Primary Actor	User
Goal In Context	User is able to get messages satisfying the search criterion
Preconditions	User should be present in the system. User should be logged in the system
Trigger	User is trying to get messages based on some criteria.
Scenario	<ol style="list-style-type: none"> 1. User searches for messages based on criteria like receiver, sender and timestamp 2. User is able to get all the messages satisfying the particular search criteria given
Exceptions	None
Priority	High

Use Case	<i>Admin is able to create a subpoena</i>
Primary Actor	Admin
Goal In Context	Subpoena should be created
Preconditions	Admin should be present in the system. Admin should be logged in the system
Trigger	Admin tries to create a subpoena user
Scenario	1. Admin creates a subpoena by using command “createSubpoenaUsers <targetsender> <targetreceiver> <subpoenauser>” 2. Subpoena is created from the above message
Exceptions	None
Priority	Medium

Use Case	<i>Admin is able to remove a subpoena</i>
Primary Actor	Admin
Goal In Context	Subpoena should be removed
Preconditions	Admin should be present in the system. Admin should be logged in the system
Trigger	Admin tries to remove a subpoena user
Scenario	1. Admin removes a subpoena by using command “removeSubpoenaUsers <targetgroup> <subpoenauser>” 2. Subpoena is removed from the above message
Exceptions	None
Priority	Medium

Use Case	<i>Admin is able to create a subpoena group</i>
Primary Actor	Admin
Goal In Context	Subpoena group should be created
Preconditions	Admin should be present in the system. Admin should be logged in the system
Trigger	Admin tries to create a subpoena group
Scenario	1. Admin creates a subpoena group by using command “createSubpoenaGroup <targetgroup> <subpoenauser>” 2. Subpoena group is created from the above message
Exceptions	None
Priority	Medium

Use Case	<i>Admin is able to remove a subpoena group</i>
Primary Actor	Admin
Goal In Context	Subpoena of group should be removed
Preconditions	Admin should be present in the system. Admin should be logged in the system
Trigger	Admin tries to remove a subpoena group
Scenario	1. Admin removes a subpoena group by using command “removeSubpoenaUsers <targetsender> <targetreceiver> <subpoenauser>” 2. Subpoena group is removed from the above message
Exceptions	None
Priority	Medium

Use Case	<i>Admin is able to dynamically turn logger on or off</i>
Primary Actor	Admin
Goal In Context	Logger is switching on/off.
Preconditions	Admin should be present in the system. Admin should be logged in the system
Trigger	Admin tries to switch the logger
Scenario	<ol style="list-style-type: none"> 1. Admin turns the logger on by using command "logger on" 2. Check if the logger messages are being displayed 3. Admin turns the logger off by using command "logger off" 4. Check if the logger messages are being displayed
Exceptions	None
Priority	low

Use Case	<i>User is able to create a group.</i>
Primary Actor	User
Goal In Context	Group should be created
Preconditions	User should be present in the system. User should be logged in the system
Trigger	User tries to create a group.
Scenario	<ol style="list-style-type: none"> 1. User creates a group by using command "create <group>" 2. Group should be created from the above message
Exceptions	None
Priority	Medium

Use Case	<i>User is able to remove a group.</i>
Primary Actor	User
Goal In Context	Group should be removed
Preconditions	User should be present in the system. User should be logged in the system
Trigger	User tries to remove a group.
Scenario	1. User removes a group by using command “remove <group>” 2. Group should be removed from the above message
Exceptions	None
Priority	Medium

Use Case	<i>User is able to remove a user from a group.</i>
Primary Actor	User, Group
Goal In Context	A group user is removed from the group
Preconditions	User should be present in the system. User should be logged in the system
Trigger	User tries to remove a group user from user.
Scenario	1. User removes a group user by using command “deleteuser <group> <groupuser>” 2. Group user should be removed from the abovemessage
Exceptions	None
Priority	Medium

Use Case	<i>User is able to add a group user.</i>
Primary Actor	User, Group
Goal In Context	A group user is added to the group
Preconditions	User should be present in the system. User should be logged in the system
Trigger	User tries to add a group user to group.
Scenario	1. User adds a group user by using command “adduser <group> <groupuser>” 2. Group user should be added from the above message
Exceptions	None
Priority	Medium