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| Use Case # | **1** | |
| Use Case Name | **User Login** | |
| Scenario | Registered user access his/her account | |
| Triggering Event |  | |
| Brief Description | When a user wants to get the full access of the web application, he/she has to login to the web application first. | |
| Actors | User, Server | |
| Related Use Cases | Registration | |
| Stakeholders | User, Server, System | |
| Pre-conditions | User must be already registered | |
| Post-conditions | User should have the valid Login credentials | |
| Flow of Events | **Actor** | **System** |
| 1.1 User tries to login  1.3 Server Verifies the user details  1.5 User Gets success full message | 1.2 System send entered credentials to Server  1.4 System allows the user to access the account |
| Exception  Conditions | 1. Users enter wrong details  3. Server verifies the user details  5. User gets error message. | 2. System send entered credentials to Server  4. System denies the access |

Use Case Description

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| Use Case # | **2** | |
| Use Case Name | **New User Registration** | |
| Scenario | When a new user wants to use all features of web application | |
| Triggering Event | Click on Register/Create a new account | |
| Brief Description | When a user visiting the application for the first time and wants to use all features of the application than he/she must register/create a new account. | |
| Actors | User, Server | |
| Related Use Cases | User Login | |
| Stakeholders | User, Server, System | |
| Pre-conditions | User must be a new user or nonregistered user | |
| Post-conditions | User will get his login credentials after registering | |
| Flow of Events | **Actor** | **System** |
| 1.1 User tries to register  1.3 Server Verifies the user data and confirms to the system  1.5 User Gets success full message | 1.2 System updates the user table and sends entered details to Server  1.4 System Notifies with the confirmed message |
| Exception  Conditions | 1. Users trigger register event  3. Server Verifies the user data and confirms to the system  5. User gets error message. | 2. System updates the user table and sends entered details to Server  4. System denies the registering the user due to missing data |

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| Use Case # | **3** | |
| Use Case Name | **New User Email Verification** | |
| Scenario | When a new user wants to register than he has to verify his/her email | |
| Triggering Event | As soon as the new account is created system sends a email verification link to the registered email. | |
| Brief Description | When a user visiting the application for the first time and wants to use all features of the application than he/she has to register/create a new account. | |
| Actors | User, Server | |
| Related Use Cases | User Registration | |
| Stakeholders | User, Server, System | |
| Pre-conditions | User must be a newly registered user | |
| Post-conditions | User will get full access of the account after email verification | |
| Flow of Events | **Actor** | **System** |
| 1.1 User register email  1.3 Server Verifies the email and sends a verification link to the registered email id.  1.5 User Gets success full message  1.6 User verifies the account using the verification link.  1.8 server validates the email.  1.9 User gets a success message | 1.2 System sends the registered email to Server  1.4 System Notifies with the confirmed message that verification mail sent to the provided email id.  1.7 System notifies the server that email is verified |
| Exception  Conditions |  |  |

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| Use Case # | **4** | |
| Use Case Name | **Add Hobby** | |
| Scenario | When a Registered user wants to add a new hobby | |
| Triggering Event | Clicks on add hobby button | |
| Brief Description | When a user wants to add a new hobby to his account | |
| Actors | User, Server | |
| Related Use Cases |  | |
| Stakeholders | User, Server, System | |
| Pre-conditions | User must be a registered user | |
| Post-conditions | User can connect with the people who have same interests | |
| Flow of Events | **Actor** | **System** |
| 1.1 User will fill a hobby form  1.4 Server Verifies the hobby data and confirms the data to system  1.5 User Gets success full message | 1.2 System will validate all the fields of the forms and update form data to hobby table  1.3 System will send updated hobby table data to server |
| Exception  Conditions | 1. Users enter wrong details  3. Server verifies the hobby data  5. User gets error message. | 2. System send entered hobby data to Server  4. System throws an error |

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| Use Case # | **5** | |
| Use Case Name | **Find a Hobby** | |
| Scenario | When a user wants to search for a hobby | |
| Triggering Event | Search hobby event | |
| Brief Description | When a user wants to look for a specific hobby, he/she can directly search for that hobby | |
| Actors | User, Server | |
| Related Use Cases |  | |
| Stakeholders | User, Server, System | |
| Pre-conditions | User must be on the web applications search page | |
| Post-conditions | User will be able to find the hobby very effectively and efficiently | |
| Flow of Events | **Actor** | **System** |
| 1.1 User will search for a hobby  1.3 Server will search the hobby in the database and notifies the system  1.5 User Get the searched result | 1.2 System will send a request to server to look for the entered hobby  1.4 System will display all the searched hobbies to the user |
| Exception  Conditions | 1. User will search for a hobby  3. Server will search the hobby in the database and notifies the system  5. User gets error message i.e., no result found | 2. System will send a request to server to look for the entered hobby  4. System will show error message if the hobby is not found in the database |

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| Use Case # | **6** | |
| Use Case Name | **Book a Hobby** | |
| Scenario | When a user wants to book a hobby | |
| Triggering Event | Book hobby event | |
| Brief Description | When a user wants to book a hobby from the web application, he/she can select the hobby and add that hobby to cart. | |
| Actors | User, Server, Payment service provider | |
| Related Use Cases | Pay for hobby | |
| Stakeholders | User, Server, System | |
| Pre-conditions | User must select a hobby and must book it | |
| Post-conditions | User will be able to make payment for the selected hobby successfully | |
| Flow of Events | **Actor** | **System** |
| 1.1 User will select a hobby from the listed hobbies.  1.3 Server will notify the system that the hobby got selected successfully.  1.4 User Get success message for the selected hobby  1.6 User will book the selected hobby  1.8. Server will confirm the booking and notify the system.  1.10 User will receive the booking details. | 1.2 System will send a request to server for the selected hobby.  1.7 system will take the user to payment page and notify the server that user wants to make a payment for the selected item.  1.9 System will provide the booking information to the user. |
| Exception  Conditions |  |  |

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| Use Case # | **7** | |
| Use Case Name | **Pay for a Hobby** | |
| Scenario | When a user wants to make payment for a hobby | |
| Triggering Event | Make Payment for hobby event | |
| Brief Description | When a user wants to make payment for the selected hobby, he/she can do that with the help of different mode of payment options. | |
| Actors | User, Server | |
| Related Use Cases | Book Hobby | |
| Stakeholders | User, Server, Payment service provider, System | |
| Pre-conditions | User must select a hobby to book | |
| Post-conditions | User will be able to book the selected hobby and enjoy it afterwards | |
| Flow of Events | **Actor** | **System** |
| 1.1 User will checkout  1.3 Server will confirm the Total amount.  1.4 User will get the total amount notification.  1.5 User will proceed with the payment.  1.6 User must select a mode of payment  1.8 Payment service Provider will notify system about successful payment processed  1.10 Server will confirm the system about the successful payment.  1.11. User will receive the payment confirmation and booking details. | 1.2 System will calculate total plus tax and send this information to server.  1.7 System will send the selected mode of payment information to Payment service provider  1.9 System will notify about the successful processed payment to server.  1.11 System will send the confirmation message of payment to User |
| Exception  Conditions |  |  |