

# **Grape Message and News Use Case Specification Version 1.0**

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# 1. Message Operation

## 1.1. Definition

This use case allows the user to perform operations on the notifications which, specifically, includes message operation and affair operation. Each one of them might be checked or generated by certain user. In general, it's a notification system for users to communicate with each other, and notify the activity being done by other users.

## 1.2. Pre-condition

The user has logged into the system. Otherwise the user is forbidden to check or generate notifications. The user should also in the homepage at the beginning of the use case.

### 1.3. Post-condition

The system is still in the homepage.

### 1.4. Basic Scenarios

Use Case Name	Message Operation
Participating actor	Initiated by User
Flow of events	<ol style="list-style-type: none"> <li>1. If the user has already received unread notifications, then the system highlights the number of unread notifications near the Notify icon.</li> <li>2. The user clicks the Notify icon.</li> <li>3. The system turns into notification interface with unread notifications on the top.</li> <li>4. The user can click on the Detail button.</li> <li>5. The system extends the certain notification. If that piece of note has not been read before. The number of unread notification decreases by 1.</li> <li>6. The user can click on the Hide button.</li> <li>7. The system hides the detail of that note.</li> <li>8. The user clicks the homepage icon.</li> <li>9. The system returns to the homepage.</li> </ol>
Entry condition	See 1.2
Exit condition	The user in the homepage interface.
Quality requirements	None

### 1.5. Exceptions and Branches

None.

### 1.6. Note

None.

## 2. Generate Message

### 2.1. Definition

This use case describes the situation when the system will generate a notification and sends it to the certain user. Since there are various ways of generating notification, the pre-condition will be the key point in this use case.

## 2.2. Pre-condition

There are several conditions triggering a notification.

1. The user has just signed up. The system will send a message by default.
2. If the user has joined some groups, and in the group:
  - a) A discussion topic raised by the user is deleted by group leader.
  - b) A file uploaded by the user is deleted by the group leader.
3. A group the user has joined is dismissed by the group leader.

## 2.3. Post-condition

The system sends the notification to the user.

## 2.4. Basic Scenarios

Use Case Name	Generate Message
Participating actor	Initiated by the System
Flow of events	<ol style="list-style-type: none"> <li>1. If the use case triggered by condition 1, the system automatically sends a message welcoming and guiding the user through the operation.</li> <li>2. If the use case triggered by condition 2, the system sends a message to notify the deletion with a message affixed by the group leader.</li> <li>3. If the use case triggered by condition 3, the system sends a message to notify the deletion of the group and a message by the original group leader is attached to it.</li> </ol>
Entry condition	See 2.2
Exit condition	The user in the homepage interface.
Quality requirements	None

## 2.5. Exceptions and Branches

If the system failed to send the notification to the user(because of network failure or something else), the send will be terminated, and a notification of sending failure will be send to the operator.

## 2.6. Note

None.

## 3. News Operation

### 3.1. Definition

This use case allows the user to perform operations on the notifications which, specifically, includes news operation and affair news. Each one of them might be checked or generated by certain user. In general, it's a news system for users to see what's going on in a certain group, and notify the activity being done by other users.

### 3.2. Pre-condition

The user has logged into the system. Otherwise the user is forbidden to check or generate news. The user should also in the group page at the beginning of the use case.

### 3.3. Post-condition

The system is still in the group page.

### 3.4. Basic Scenarios

Use Case Name	News Operation
Participating actor	Initiated by User
Flow of events	<ol style="list-style-type: none"> <li>1. If the user has already received unread news, then the system highlights the number of unread news near the Notify icon.</li> <li>2. The user clicks the Notify icon.</li> <li>3. The system turns into notification interface with unread news on the top.</li> <li>4. The user can click on the Detail button.</li> <li>5. The system extends the certain news. If that piece of note has not been read before. The number of unread news decreases by 1.</li> <li>6. The user can click on the Hide button.</li> <li>7. The system hides the detail of that note.</li> <li>8. The user clicks the group page icon.</li> <li>9. The system returns to the group page.</li> </ol>
Entry condition	See 3.2
Exit condition	The user in the group page interface.
Quality requirements	None

### 3.5. Exceptions and Branches

None.

### 3.6. Note

None.

## 4. Generate News

### 4.1. Definition

This use case describes the situation when the system will generate a news and sends it to the certain user. Since there are various ways of generating news, the pre-condition will be the key point in this use case.

### 4.2. Pre-condition

There are several conditions triggering a news.

1. The user has joined in a group or quit a group.
2. If the user has joined some groups, and in the group:
  - a) A discussion topic raised by the user is deleted by group leader.
  - b) A reply raised by the user is deleted by the group leader.
3. A group the user has joined is dismissed by the group leader.

### 4.3. Post-condition

The system sends the news to the user.

### 4.4. Basic Scenarios

Use Case Name	Generate Message
Participating actor	Initiated by the System
Flow of events	<ol style="list-style-type: none"> <li>1. If the use case triggered by condition 1, the system automatically sends news to notify the rest of the group members.</li> <li>2. If the use case triggered by condition 2, the system sends news to notify the deletion with news affixed by the group leader.</li> <li>3. If the use case triggered by condition 3, the system sends news to notify the deletion of the group and news by the original group leader is attached to it.</li> </ol>
Entry condition	See 4.2

Exit condition	The user in the group page interface.
Quality requirements	None

## 4.5. Exceptions and Branches

If the system failed to send the news to the user (because of network failure or something else), the send will be terminated, and a notification of sending failure will be send to the operator.

## 4.6. Note

None.