

# **Grape Vote Operation Use Case Specification Version 1.0**

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## 0. Definition

This use case allows leader of the group to raise a vote and the group members cast a vote. The group leader can either start a quick-vote or attach some message to it such as class problem or background of the vote. The result of the vote will be displayed by one or a series of diagrams. The actors of this use case are both the group leader and group members. The use case will interact with all of the members in the group.

# 1. Preconditions and Post Conditions

## 1.1 Entry Condition

### 1.1.1 The group leader must have logged in.

If the admin can't login anyway (for example, he fails to input right username and corresponding password), obviously he cannot execute all the functions of this system, including this use case.

### 1.1.2 The group leader start a new vote.

The group leader has to start a new vote so as to all the other members of the group participate in. Otherwise, there is no vote available. What calls for special attention is that **only the group leader can start a new vote.**

## 1.2 Exit Condition

### 1.2.1 Vote time is up.

There is always limited time for a vote. When the time that the group leader specified runs out, this use case shall be terminated.

### 1.2.2 The group leader closes the vote manually.

Maybe all group members have finished voting or something else happened so that the group leader wants to close the vote. Then the group leader can close a vote manually.

# 2. Basic Scenarios

This use case starts when the group leader raises a new vote.

- a) The group leader selects "New vote".
- b) The leader then will be asked whether to raise a "quick-vote" or a vote with some information.
- c) If "quick-vote" is selected, then the leader only needs to set a period of time, say, two minutes. If the leader wants to attach some information to the vote, he then needs to add some details such as class problems or the self-information of the candidates. There are entries like title, description and attachment.

- d) When the group leader clicks “Start”, a countdown clock will be displayed. And all the members in the group will be informed of a new vote available, then they have to cast a vote in the limited time the leader set.
- e) When the vote is closed, The result will be shown in the form of histograms and other diagrams. And every choice the member made can be seen in detail by the group leader.
- f) If the leader allowed the members to see the result then all members in the group can choose whether to save the result or not. The default option is save. Otherwise only the group leader can see the result and decide whether to save or discard it.

## **3. Exceptions or Branches**

### **3.1 The group leader doesn’t set time at first.**

The system will alert the leader to set time properly, only after an appropriate time is specified the operations can be moved on.

### **3.2 The group leader has chosen the type of vote with details but doesn’t input anything.**

Then the vote will be converted to a “quick-vote”.

### **3.3 Some members don’t cast a vote at the specified time.**

The group leader will be informed of the group members who don’t vote.

## **4. Note**

Only the group leader can start a new vote.