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# Grape CreateGroup Use Case Specification Version 1.0

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Group Undefined 2015-04

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### Document Language:

English

# **Revision History**

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2015.4.10	1.0	Use case specification of Log in &Log out	Birdy
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# 1. Create Group

### 1.1. Definition

This is the main function in our system. The Users create groups so that they can implement some tools in the platform offered by the group.

# 1.2. Use Case Diagram

Use Case Name	CreateGroup
Participating actor	Initiated by Leader
	Communicated with Members
Flow of events	1. The Leader make an application to
	create a group.
	2. The Leader fills out the fundamental
	blanket to commit some necessary
	information, including topic, size of group,
	group name.
	3. The Leader invites other Users to the
	group as Members.
	4. Members accept the invitation and join
	in the group.
Entry condition	·The user have already logged into an
	account.
Exit condition	·The group has been created and its
	information has stored into the database.
Quality requirements	We can't allow the User to create the group
	unlimitedly.

# 2. DismissGroup

### 2.1 Definition

If a group will not be used again, the Leader have authority to dismiss the group. Since one User can create limited number of groups, such operator is very important.

# 2.2 Use Case Diagram

Use Case Name	DismissGroup
Participating actor	Initiated by Leader
Flow of events	<ol> <li>The Leader make an application to dismiss the group.</li> <li>The Leader assure his application.</li> </ol>
Entry condition	·The user have already created a group.
Exit condition	The group is dismissed and the data of the group will be deleted.
Quality requirements	None

# 3. FindGroup

### 3.1 Definition

If the Leader can't invite everyone, he can publish his group number. In this way, the Members will have access to find the group to join in.

# 3.2 Use Case Diagram

Use Case Name	FindGroup
Participating actor	Initiated by Member
	Communicated with the Leader
Flow of events	1. The Member searches the group by
	group name.
	2. If the group name exists, system will
	give all the results. If the group name
	doesn't exist, system will give some similar
	results.
	3. The Member searches the group by
	group number.
	4. If the group number exists, system will
	give one certain result. If group number
	doesn't exist, system will tell the Member
	there is no corresponding result.
	5. The Member can add topic or
	description attributes to restrict the search

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	results.
	6. If the Member find the group, he can
	send request to the Leader.
	7. The Leader receives the Member's
	request and accepts his attendance.
Entry condition	The Member have logged into account
Exit condition	·The Member join in the group successfully.
	·The Member didn't find the group he
	wants.
	'The Leader rejected the Member's request.
Quality requirements	None