Grape
Log in & Log out
Use Case Specification
Version 1.0

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2015.4.10	1.0	Use case specification of Log in &Log out	Birdy
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Content

1. Log In

1.1. Definition

This use case allows users to log in their own accounts. Our system allows users to interact, so it's necessary to differ users so that users can be easily managed. The best way is to let everyone create their own accounts. Every time when they want to enter the system, they need to log into their accounts at first.

1.2. Use Case Diagram

Use Case Name	LogIn
Participating actor	Initiated by User
Flow of events	1. The User enter his username and his password. 2. If his username and his password are correct, he will log into his account successfully. 3. If one or both of his username and his password is wrong, he will return to the Entry condition.
Entry condition	·The User opens the system. ·The User log in with wrong username or wrong password. ·The User changes the account.
Exit condition	·The User enters in the system successfully.
Quality requirements	Once the User logs in, he can choose to remember the username and the password so that, in the next time, he can skip such process.

2. Log Out

2.1. Definition

The User log out of his account. He can then exit the system or change his account.

2.2.   User Case Diagram

Use Case Name	LogOut
Participating actor	Initiated by User
Flow of events	1.The User logs out.
Entry condition	·The user have already logged into an account.
Exit condition	·The user logs out successfully
Quality requirements	None