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**Grape**

**Log in & Log out**

**Use Case Specification**

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1. **Log In**
   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. **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. |

1. **Log Out**
   1. **Definition**

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

* 1. **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 |