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**Grape**

**CreateGroup**

**Use Case Specification**

**Version 1.0**

**By:**

Group Undefined

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Listen

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1. **Create Group**
   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. **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 | 1. The Leader make an application to dismiss the group.  2. The Leader assure his application. |
| 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 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 |