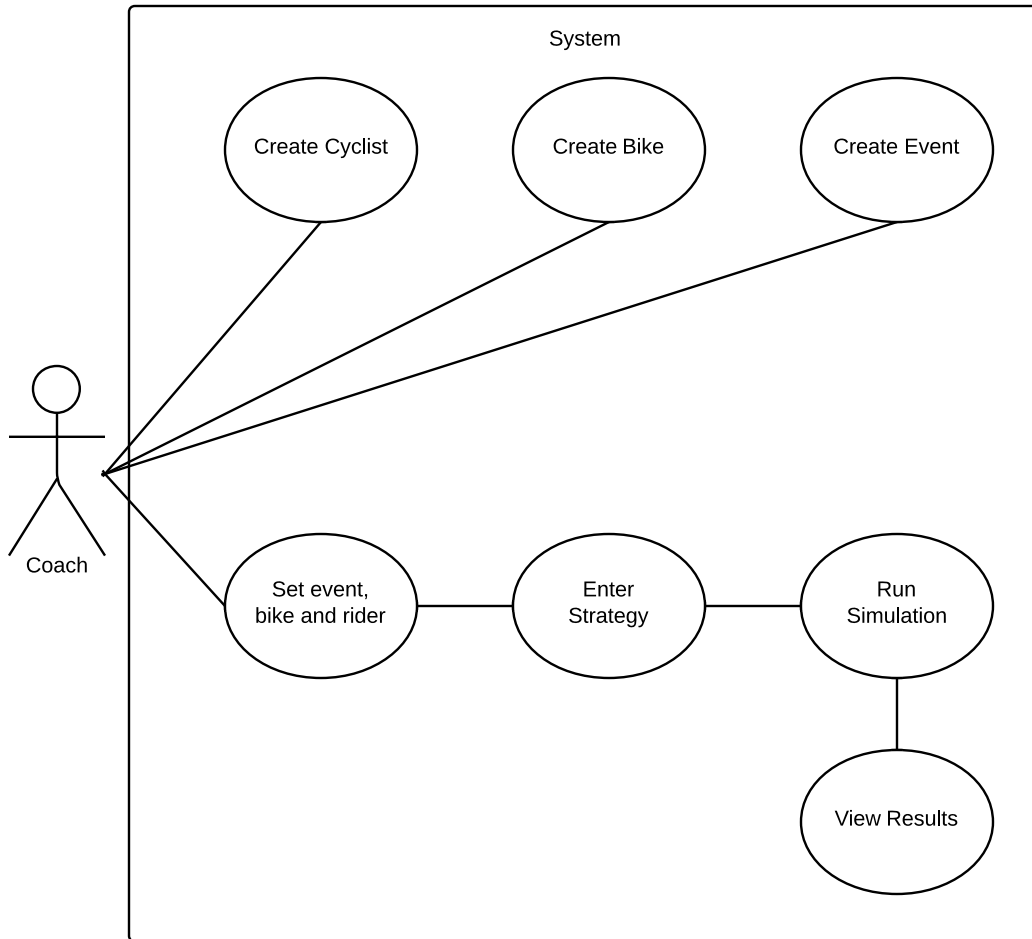


ISE - Assignment 2

Use Case 1

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Use case 1

This use case represents the coach is using the program for the very first time. The system starts off with no entries for Events, Cyclists, or Bikes. The coach will create one of each of these objects. Then he will go to the simulation page and select the newly made objects from the GUI. He will then stipulate a strategy and run the simulation. When simulation is complete, the results will be displayed on the screen. The feasibility of the strategy will be highlighted.(See mock GUI for example)

He will do the following

- Create a Cyclist
- Create a Bike
- Create an Event

- Select the Cyclist
- Select the Bike
- Select the Event
- Enter strategy

- Run Simulation
- View Results.