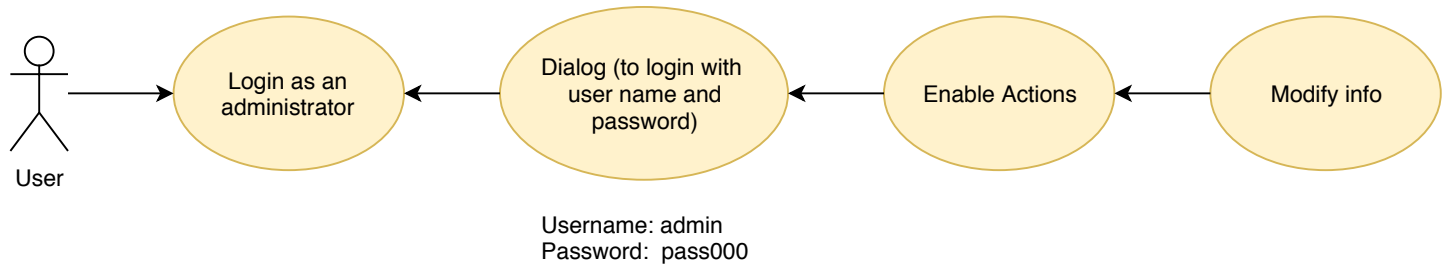


LOGIN AS AN ADMINISTRATOR AND ENABLE ACTIONS



1. Use Case Number: #1

2. Application: 2D Graphics Modeler

3. Name: Log in as an Ad and Enable Actions

4. Description: This use case illustrates the Login functionality of the program.
The actor in this use case is the User who needs to login as an administrator and enable actions.

5. Primary Actor: The user

6. Precondition: None

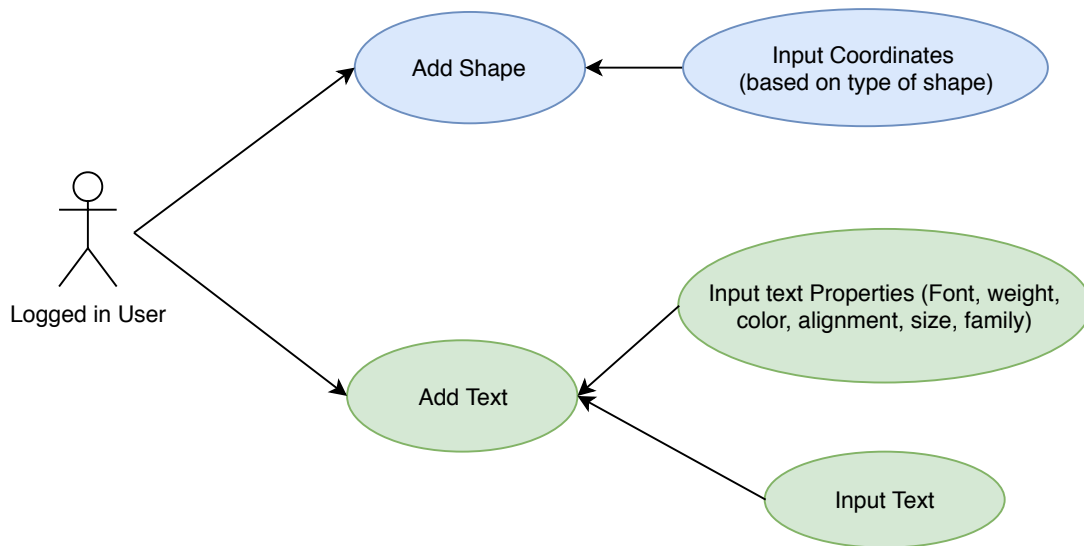
7. Trigger:
The user clicks Admin > Login;
Then the user clicks Admin > Enable Actions;

8. Basic Flow:

- The user clicks Admin > Login and types in the appropriate username (admin) and password (pass000). A popup message displays "Administrator privileges added. To use "Modify", user must click on "EnableActions" in drop down to use admin actions" to show that access has been granted as an admin.
- The user then clicks on Admin > Enable Actions to enable any actions of the program. A popup message displays "Admin actions enabled. Check the "ModifyTab" for actions" to show that the user can now perform the functionalities granted for admin in the program.

9. Alternate Flows: When the user tries to Enable Actions before logging in as an administrator:
An error message will display "Not allowed to enable! Must log in to admin."

ADD SHAPE / TEXT



1. Use Case Number: #2

2. Application: 2D Graphics Modeler

3. Name: Add Shape/ Text

4. Description: This use case demonstrates the Add Shape/ Text functionality.

The actor, in this case, is the logged in user, who will either choose to add shape or text.

If the user chooses to add shape, they will choose the input coordinates based on the type of shape chosen.

If the user chooses to add text, they will input the actual text and its properties.

The shape or text will then be created with the input values as properties.

5. Primary Actor: Logged in User

6. Precondition: The user must be logged in as an Administrator

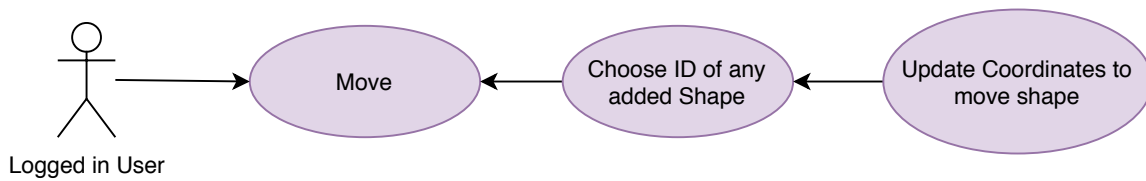
7. Trigger: When the user clicks "Add Shape".

8. Basic Flow: The logged in user chooses to add shape or text in the "Add Shape" drop-down menu.

After choosing inputs/ inputting information for the desired shape or text, the user clicks "Add Shape" button to create a new shape or text.

9. Alternate Flows: The user chooses an invalid input for the shape.

MOVE SHAPE



1. Use Case Number: #3

2. Application: 2D Graphics Modeler

3. Name: Move Shape

4. Description: This use case illustrates the Move functionality of the program.
The actor in this case is the logged in user, who will choose the ID of any created Shape and update the coordinates of the shape to move it.

5. Primary Actor: Logged in User

6. Precondition:

- The user must have logged in as an Administrator
- The user must have created a Shape with a designated ID to be chosen to "Move"

7. Trigger: When the user clicks "Move" button.

8. Basic Flow: The user chooses the shape ID of any shape, updates to their new coordinates to move the shape and clicks the "Move" button to move it to the new coordinates.

9. Alternate Flows: The user tries to move the shape without choosing the which shape ID they would like to move.