sQuire: A Web Based Collaborative Editor Homework 4 Individual Work Group 3

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Contents

1	Use	Cases		3	
	1.1	Compi	iler (boss2849)	3	
2		Jse Case Descriptions			
	2.1	Projec	et User Management (boss2849)	3	
		2.1.1	Modify read/write access (boss2849)	3	
		2.1.2	Remove User (boss2849)	4	
		2.1.3	Invite User to Project (boss2849)	5	
		2.1.4	Promote User to Admin (boss2849)	6	
		2.1.5	Promote User to Admin (boss2849)	7	
			Block User (boss2849)		

1 Use Cases

1.1 Compiler (boss2849)

2 Use Case Descriptions

2.1 Project User Management (boss2849)

2.1.1 Modify read/write access (boss2849)

Actors: User

Goals: Modify a userś permissions.

Pre- User is signed in and holds Admin rights for the currently selected

conditions: Project

Summary: User modifies another Userś read/write permissions to portions of the

project.

Related use None.

cases:

Steps:

- 1. User clicks Permissions Management
- 2. System displays permissions management window
- 3. User selects a file, multiple files, directory or entirety of project and grants/revokes read/write access
- 4. System modifes the target Userś permissions and notifies them.

Alternatives: 3. User selects cancel, System discards changes.

Post- None.

Remove User (boss2849)

Actors: User

Goals: Remove a user from project.

Pre-User is signed in, in project with Admin rights, and is on User Manage-

conditions:ment page

Summary: User removes a selected user from the Project

Related use Invite User, Modify Read/Write Access

cases:

Steps:

1. User clicks Remove User button.

2. System displays list of active users for project.

3. User selects one or more other users from the list and presses Remove.

4. System prompts User for verification.

5. User presses Confirm.

6. System removes the selected users from the project.

7. System revokes read and write access from the selected users.

8. System notifies selected users that they have been removed from the project.

Alternatives: User presses Cancel in steps 3 or 5, System returns user to User Man-

agement page

Post-None.

2.1.3 Invite User to Project (boss2849)

Actors: User

Goals: Invite user(s) to project

Pre- User is signed in, in project with Admin rights, and is on User Manage-

conditions: ment page

Summary: User invites user(s) to the current project.

Related use Remove User, Join Project cases:

Steps:

1. User clicks Invite Users button

2. System prompts user to enter username(s)/email(s)

3. User enters username(s)/email(s) of the user(s) to invite and presses Ok.

4. System looks up the specified user(s) and notifies them of invitation to the Project

Alternatives:

- 1. User presses cancel in step 3, System returns User to User Management page
- 2. In step 4, username(s)/email(s) don't match any users, System notifies User of failed invitiations.

Post- None. conditions:

2.1.4 Promote User to Admin (boss2849)

Actors: User

Goals: Promote a specified User to Admin

Pre- User is signed in, in project with Admin rights, and is on User Manage-

conditions: ment page

Summary: User selects another User to be given Admin rights for the project.

Related use Demote Admin

cases:

Steps:

1. User selects Promote to Admin.

2. System displays a list of non-Admin active users.

3. User selects user(s) and presses Submit.

4. System prompts user for confirmation.

5. User selects Confirm.

6. System grants Admin permissions to the selected user(s).

Alternatives: User presses cancel in steps 3 or 5, no action taken.

Post- None.

2.1.5 Demote Admin (boss2849)

Actors: User

Goals: Demote Admin to user

Pre- User is signed in, in project with Admin rights, and is on User Manage-

conditions: ment page

Summary: User demotes selected Admins to normal Users for the project.

Related use Promote User to Admin

cases:

Steps:

1. User selects Demote Admin

2. System displays list of Admins

3. User selects Admin(s) to demote and presses Submit.

4. System prompts User for confirmation.

5. User presses Confirm.

6. System revokes Admin rights from selected User(s)

Alternatives:

1. User presses cancel in steps 3 or 5, no action taken

2. User attempts to demote Admin that is the Owner of the project, System rejects request and notifies User.

Post- None.

2.1.6 Block User (boss2849)

Actors: User

Goals: Block a user from the project

Pre- User is signed in, in project with Admin rights, and is on User Manage-

conditions: ment page

Summary: User blocks a user from the project, making them unable to view the

project.

Related use Demote Admin

cases:

Steps:

1. User clicks Block User.

2. System displays a list of active users.

3. User selects other user(s) to block and presses Submit.

4. System prompts User for confirmation.

5. User presses Confirm.

6. System blocks selected user(s) from the project, revoking read/write access, and revoking Admin status as necessary.

Alternatives: User presses cancel in steps 3 or 5.

Post- None.