Book Trader

Use-Case Model

Version <1.0>

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| <dd/mmm/yy> | <x.x> | <details> | <name> |
| 13/may/19 | 0.2 | Added some diagrams | Paiu Alexandra |
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Use-Case Model

# Use-Cases Identification

Use case: User logging

Level: User-goal level

Primary actor: User

Main success scenario:

* User logs-in / signs-up with his correct data (mail and password);
* He checks his profile;
* All data added or modified is check by the program, if it is correct, the new data is saved and displayed to the user;
* User closes the application.

Extensions:

* A student does the log-in procedure, with his correct data, in this case se can enter the application, otherwise he will receive an invalid error message;

Use case: User Trading

Level: User-goal level

Primary actor: User

Main success scenario:

* User logs-in / signs-up with his correct data (mail and password);
* He checks books available in the application;
* He selected the book he wanted and trades it with another user.

Extensions:

* The user might select a book that is already in the trading process.

Use case: User Adding Book

Level: User-goal level

Primary actor: User

Main success scenario:

* User logs-in / signs-up with his correct data (mail and password);
* He introduces the correct data about the book;
* The user puts the book into trading place;
* Now he waits for an offer.

Extensions:

* The user can put some wrong detail and he will receive an error message.

Use case: User Chatting

Level: User-goal level

Primary actor: User

Main success scenario:

* User logs-in / signs-up with his correct data (mail and password);
* User searches for others users;
* The user writes something to the other user;
* The message will be stored for the other user to reply when online.

Extensions:

* The chat can be modified to have a more experienced UI for each user.

# UML Use-Case Diagrams

