

Use Case Model

Package in package 'Model'

Use Case Model
Version Phase 1.0 Proposed
Лепрекон created on 21.10.2016. Last modified 21.10.2016

Use Case Model diagram

Use Case diagram in package 'Use Case Model'

Use Case Model
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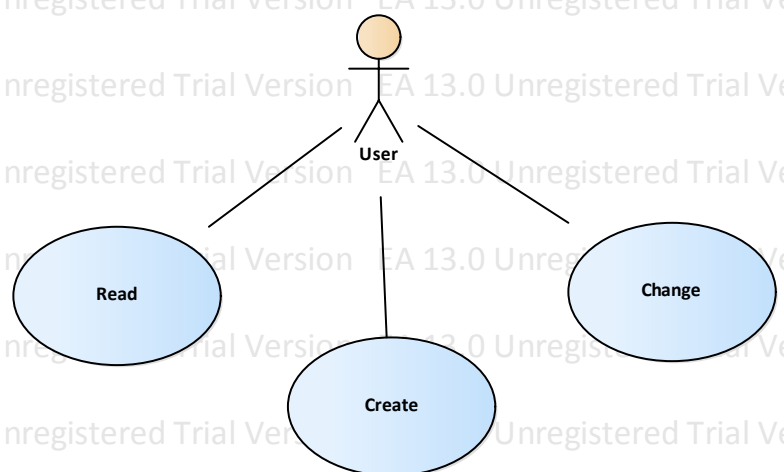


Figure 1: Use Case Model

Actors

Package in package 'Use Case Model'

Actors
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Actors diagram

Use Case diagram in package 'Actors'

Actors
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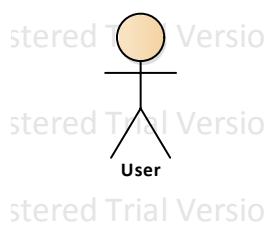


Figure 2: Actors

User


Actor in package 'Actors'


User
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OUTGOING BEHAVIORAL RELATIONSHIPS

Sequence from User to Object1

CONNECTORS

 **UseCaseLink** Source -> Destination
From: User : Actor, Public
To: Use Case2 : UseCase, Public

 **UseCaseLink** Source -> Destination
From: User : Actor, Public
To: Use Case1 : UseCase, Public

Primary Use Cases

Package in package 'Use Case Model'

Primary Use Cases
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Primary Use Cases diagram

Use Case diagram in package 'Primary Use Cases'

Primary Use Cases
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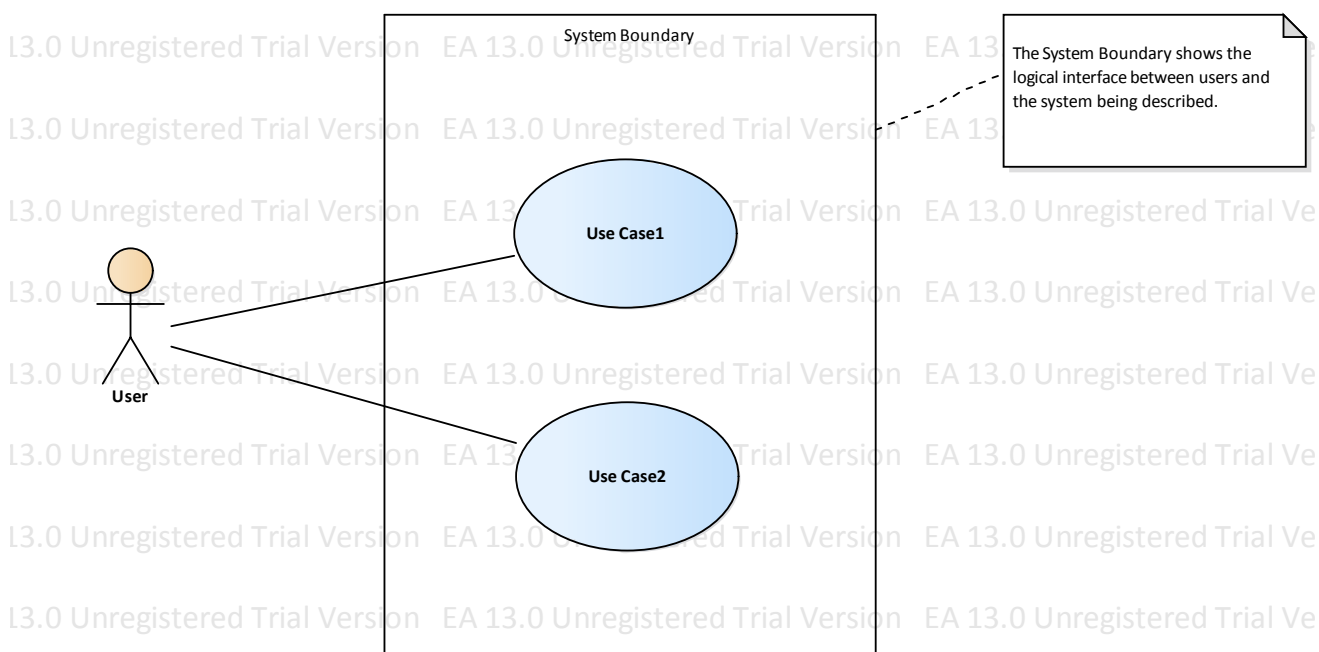


Figure 3: Primary Use Cases

User

Actor in package 'Actors'

User
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OUTGOING BEHAVIORAL RELATIONSHIPS

Sequence from User to Object1

CONNECTORS

UseCaseLink Source -> Destination
From: User : Actor, Public
To: Use Case2 : UseCase, Public

CONNECTORS

 **UseCaseLink** Source -> Destination
From: User : Actor, Public
To: Use Case1 : UseCase, Public

System Boundary

Boundary in package 'Primary Use Cases'

System Boundary
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Extends

Note

Note in package 'Primary Use Cases'

The System Boundary shows the logical interface between users and the system being described.


Note
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Extends

Use Case1


UseCase in package 'Primary Use Cases'

Use Case1
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ELEMENTS OWNED BY Use Case1

 Object1 : Sequence

CONNECTORS

 **UseCaseLink** Source -> Destination
From: User : Actor, Public
To: Use Case1 : UseCase, Public

Use Case1 diagram

Interaction diagram in package 'Primary Use Cases'

Use Case1

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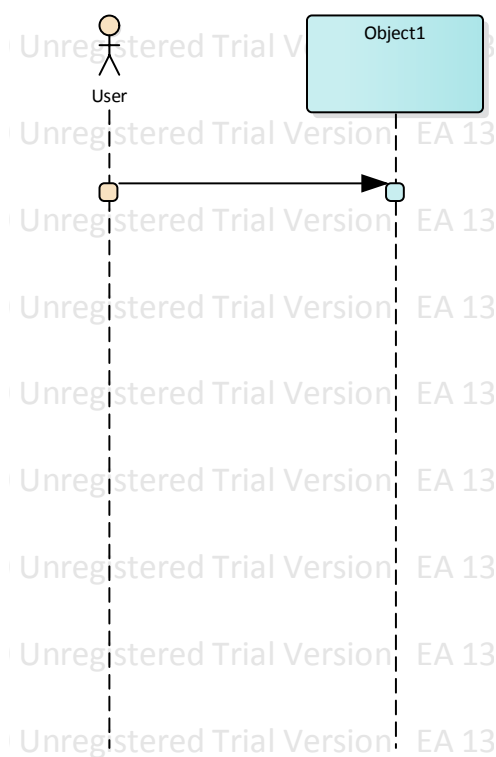


Figure 4: Use Case1

User

Actor in package 'Actors'

User

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OUTGOING BEHAVIORAL RELATIONSHIPS

Sequence from User to Object1

CONNECTORS

UseCaseLink Source -> Destination
 From: User : Actor, Public
 To: Use Case2 : UseCase, Public

UseCaseLink Source -> Destination
 From: User : Actor, Public
 To: Use Case1 : UseCase, Public

INTERACTION MESSAGES

✉ **1.0 "** from 'User' sent to 'Object1'.

Synchronous Call.

[Return is False. Iteration is False. New group is False.]

Object1

Sequence owned by 'Use Case1', in package 'Primary Use Cases'

Object1

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INCOMING BEHAVIORAL RELATIONSHIPS

⇒ Sequence from User to Object1

Use Case2

UseCase in package 'Primary Use Cases'

Use Case2

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CONNECTORS

↗ **UseCaseLink** Source -> Destination
From: User : Actor, Public
To: Use Case2 : UseCase, Public

User

Actor in package 'Use Case Model'

User

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OUTGOING BEHAVIORAL RELATIONSHIPS

Name: object's info

↖ Sequence from User to Computer

Name: menu->open

↖ Sequence from User to Computer

Name: object

↖ Sequence from User to Computer

OUTGOING BEHAVIORAL RELATIONSHIPS

Name: menu-> new

↩ Sequence from User to Computer

Name: Choose object

↩ Sequence from User to Computer

Name: object

↩ Sequence from User to Computer

Name: Button Save and Close

↩ Sequence from User to Computer

Name: Changed object

↩ Sequence from User to Computer

Name: menu->change

↩ Sequence from User to Computer

Name: close window

↩ Sequence from User to Computer

Name: game

↩ Sequence from User to Computer

Name: Button Save and Close

↩ Sequence from User to Computer

Name: type

↩ Sequence from User to Computer

INCOMING BEHAVIORAL RELATIONSHIPS

Name: new object's window

⇒ Sequence from Computer to User

Name: list of games

⇒ Sequence from Computer to User

Name: object's info


⇒ Sequence from Computer to User

Name: Window with list


⇒ Sequence from Computer to User

INCOMING BEHAVIORAL RELATIONSHIPS


Name: window with types

 Sequence from Computer to User


Name: list of comands

 Sequence from Computer to User

Name: object's info


 Sequence from Computer to User

Name: Parametres of object

 Sequence from Computer to User**CONNECTORS** **UseCaseLink** Source -> Destination

From: User : Actor, Public

To: Change : UseCase, Public

 **UseCaseLink** Source -> Destination

From: User : Actor, Public

To: Create : UseCase, Public

 **UseCaseLink** Source -> Destination

From: User : Actor, Public

To: Read : UseCase, Public

Change

UseCase in package 'Use Case Model'

В меню выбирается пункт "Изменить"

Открывается окно со списком созданных объектов

Выбирается нужный объект

Нажимается кнопка "Изменить" или "Удалить"

Открывается окно изменения

Вносятся изменения

Нажимается кнопка "Сохранить"


Закрывается окно изменения



Закрывается окно

Change

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ELEMENTS OWNED BY Change Activity : Activity

ELEMENTS OWNED BY Change Interaction : Interaction StateMachine : StateMachine**CONNECTORS** **UseCaseLink** Source -> Destination

From: User : Actor, Public

To: Change : UseCase, Public


Activity

Activity owned by 'Change', in package 'Use Case Model'

Activity

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ELEMENTS OWNED BY Activity Computer : ActivityPartition User : ActivityPartition

Activity diagram

Activity diagram in package 'Use Case Model'

Activity

Version 1.0

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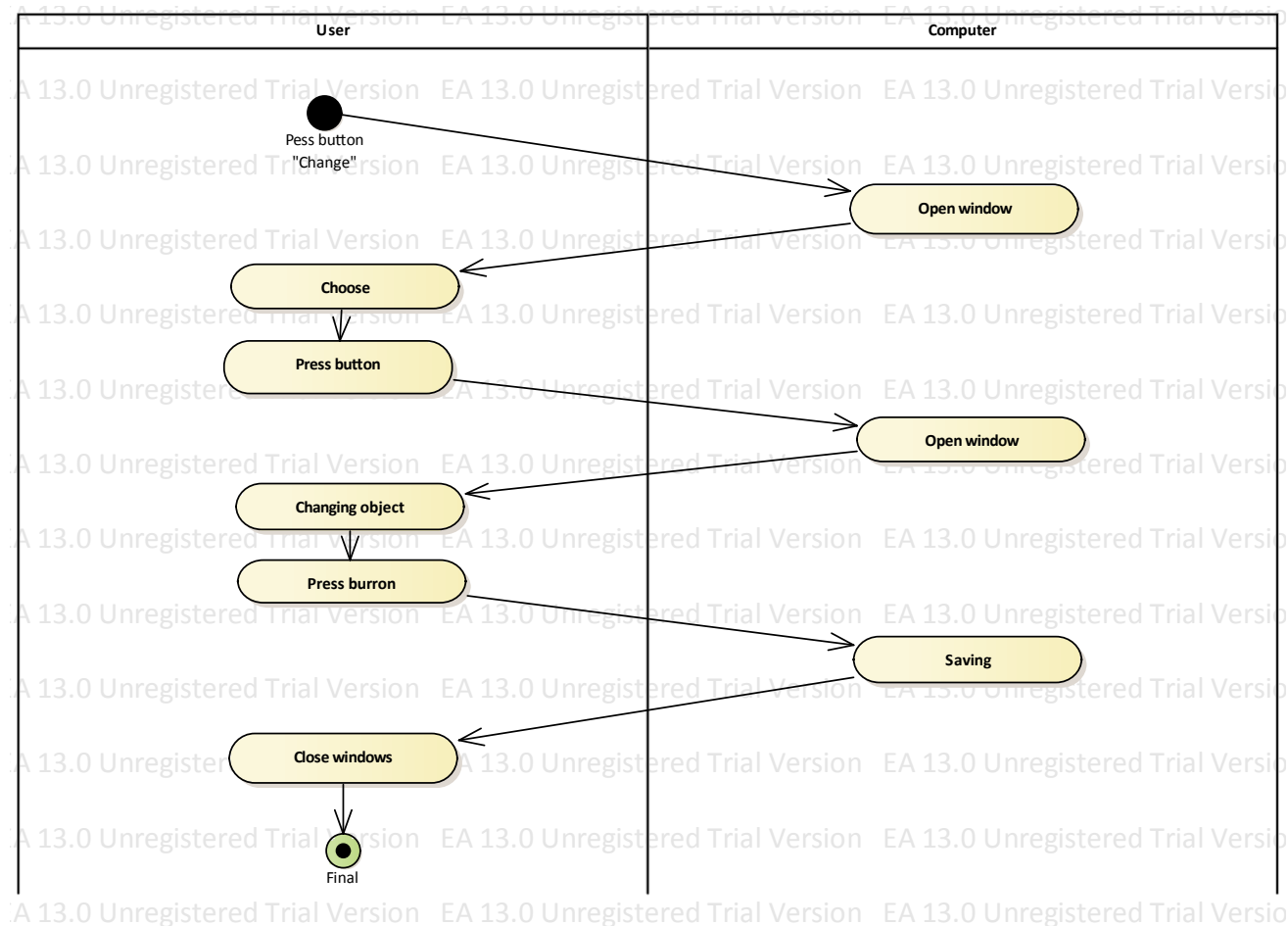








Figure 5: Activity

Computer

ActivityPartition owned by 'Activity', in package 'Use Case Model'

Computer
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ELEMENTS OWNED BY Computer
<div> Open new object's window : Activity </div>
<div> Open type's window : Activity </div>
<div> Open window : Activity </div>
<div> Open window : Activity </div>
<div> Open window with games : Activity </div>


ELEMENTS OWNED BY Computer
 Open window with list of comands : Activity
 Save info : Activity
 Saving : Activity
 Show info about object : Activity
 Back to main window : ActivityFinal
 Final : ActivityFinal

Open new object's window

Activity owned by 'Computer', in package 'Use Case Model'

Open new object's window
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OUTGOING BEHAVIORAL RELATIONSHIPS
 ControlFlow from Open new object's window to Add info


INCOMING BEHAVIORAL RELATIONSHIPS
 ControlFlow from Choose type to Open new object's window

Open type's window

Activity owned by 'Computer', in package 'Use Case Model'

Open type's window
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OUTGOING BEHAVIORAL RELATIONSHIPS
 ControlFlow from Open type's window to Choose type



INCOMING BEHAVIORAL RELATIONSHIPS
 ControlFlow from Press Button Create to Open type's window

Open window

Activity owned by 'Computer', in package 'Use Case Model'

Open object's window

Open window
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OUTGOING BEHAVIORAL RELATIONSHIPS
 ControlFlow from Open window to Changing object
INCOMING BEHAVIORAL RELATIONSHIPS
 ControlFlow from Press button to Open window

Open window

Activity owned by 'Computer', in package 'Use Case Model'

Open window with list of objects

Open window
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STRUCTURAL PART OF Open window
 ObjectNode1 : ActionPin
OUTGOING BEHAVIORAL RELATIONSHIPS
 ControlFlow from Open window to Choose
INCOMING BEHAVIORAL RELATIONSHIPS
 ControlFlow from Press button "Change" to Open window

ObjectNode1

ActionPin owned by 'Open window', in package 'Use Case Model'

Open window with games

Activity owned by 'Computer', in package 'Use Case Model'

Open window with games
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OUTGOING BEHAVIORAL RELATIONSHIPS

ControlFlow from Open window with games to Choose nessesary game

INCOMING BEHAVIORAL RELATIONSHIPS

ControlFlow from Press button See to Open window with games

Open window with list of comands

Activity owned by 'Computer', in package 'Use Case Model'

Open window with list of comands
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OUTGOING BEHAVIORAL RELATIONSHIPS

ControlFlow from Open window with list of comands to Choose object

INCOMING BEHAVIORAL RELATIONSHIPS

ControlFlow from Press Open to Open window with list of comands

Save info

Activity owned by 'Computer', in package 'Use Case Model'

Save info
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OUTGOING BEHAVIORAL RELATIONSHIPS

ControlFlow from Save info to Close window

INCOMING BEHAVIORAL RELATIONSHIPS

ControlFlow from Press button Save to Save info

Saving

Activity owned by 'Computer', in package 'Use Case Model'


Save changes

Saving


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OUTGOING BEHAVIORAL RELATIONSHIPS

 ControlFlow from Saving to Close windows

INCOMING BEHAVIORAL RELATIONSHIPS

 ControlFlow from Press burron to Saving

Show info about object


Activity owned by 'Computer', in package 'Use Case Model'

Show info about object


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OUTGOING BEHAVIORAL RELATIONSHIPS

 ControlFlow from Show info about object to Read info about object


INCOMING BEHAVIORAL RELATIONSHIPS

 ControlFlow from Choose object to Show info about object

Back to main window

ActivityFinal owned by 'Computer', in package 'Use Case Model'


INCOMING BEHAVIORAL RELATIONSHIPS

 ControlFlow from Close window to Back to main window

Final

ActivityFinal owned by 'Computer', in package 'Use Case Model'

INCOMING BEHAVIORAL RELATIONSHIPS

 ControlFlow from Close window to Final

















User

ActivityPartition owned by 'Activity', in package 'Use Case Model'

User


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ELEMENTS OWNED BY User
 Action1 : CreateObjectAction
 Activity1 : Activity
 Add info : Activity
 Changing object : Activity
 Choose : Activity
 Choose nessesary game : Activity
 Choose object : Activity
 Choose type : Activity
 Close window : Activity
 Close window : Activity
 Close windows : Activity
 Press burron : Activity
 Press button : Activity
 Press button Save : Activity
 Press Open : Activity
 Read info about object : Activity

ELEMENTS OWNED BY User
 Final : ActivityFinal

 Press button "Change" : ActivityInitial

 Press Button Create : ActivityInitial

 Press button See : ActivityInitial
Action1*CreateObjectAction owned by 'User', in package 'Use Case Model'*

Action1

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STRUCTURAL PART OF Action1
 result : ActionPin
result*ActionPin owned by 'Action1', in package 'Use Case Model'***Activity1***Activity owned by 'User', in package 'Use Case Model'*

Activity1

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Add info*Activity owned by 'User', in package 'Use Case Model'*

Add info

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OUTGOING BEHAVIORAL RELATIONSHIPS
 ControlFlow from Add info to Press button Save
INCOMING BEHAVIORAL RELATIONSHIPS

INCOMING BEHAVIORAL RELATIONSHIPS

 ControlFlow from Open new object's window to Add info

Changing object

Activity owned by 'User', in package 'Use Case Model'


Changing necessary fields

Changing object


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OUTGOING BEHAVIORAL RELATIONSHIPS

 ControlFlow from Changing object to Press burron

INCOMING BEHAVIORAL RELATIONSHIPS

 ControlFlow from Open window to Changing object

Choose

Activity owned by 'User', in package 'Use Case Model'


Choose object

Choose

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ELEMENTS OWNED BY Choose

 Synch : Synch State

STRUCTURAL PART OF Choose

 ObjectNode2 : ActionPin

OUTGOING BEHAVIORAL RELATIONSHIPS

 ControlFlow from Choose to Press button

INCOMING BEHAVIORAL RELATIONSHIPS

 ControlFlow from Open window to Choose

ObjectNode2

ActionPin owned by 'Choose', in package 'Use Case Model'

Synch

Synch State owned by 'Choose', in package 'Use Case Model'

Choose nessesary game

Activity owned by 'User', in package 'Use Case Model'

Choose nessesary game
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OUTGOING BEHAVIORAL RELATIONSHIPS

ControlFlow from Choose nessesary game to Press Open

INCOMING BEHAVIORAL RELATIONSHIPS

ControlFlow from Open window with games to Choose nessesary game

Choose object

Activity owned by 'User', in package 'Use Case Model'

Choose object
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STRUCTURAL PART OF Choose object

ObjectNode4 : ActionPin

OUTGOING BEHAVIORAL RELATIONSHIPS

ControlFlow from Choose object to Show info about object

INCOMING BEHAVIORAL RELATIONSHIPS

ControlFlow from Open window with list of comands to Choose object

ControlFlow from Read info about object to Choose object

ObjectNode4

ActionPin owned by 'Choose object', in package 'Use Case Model'

Choose type

Activity owned by 'User', in package 'Use Case Model'

Choose type

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OUTGOING BEHAVIORAL RELATIONSHIPS

ControlFlow from Choose type to Open new object's window

INCOMING BEHAVIORAL RELATIONSHIPS

ControlFlow from Open type's window to Choose type

Close window

Activity owned by 'User', in package 'Use Case Model'

Close window

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OUTGOING BEHAVIORAL RELATIONSHIPS

ControlFlow from Close window to Back to main window

INCOMING BEHAVIORAL RELATIONSHIPS

ControlFlow from Read info about object to Close window

Close window

Activity owned by 'User', in package 'Use Case Model'

Close window

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OUTGOING BEHAVIORAL RELATIONSHIPS

ControlFlow from Close window to Final

INCOMING BEHAVIORAL RELATIONSHIPS

⇒ ControlFlow from Save info to Close window

Close windows

Activity owned by 'User', in package 'Use Case Model'

Close windows
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OUTGOING BEHAVIORAL RELATIONSHIPS

⇒ ControlFlow from Close windows to Final

INCOMING BEHAVIORAL RELATIONSHIPS

⇒ ControlFlow from Saving to Close windows

Press burron

Activity owned by 'User', in package 'Use Case Model'

Press button Save

Press burron
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OUTGOING BEHAVIORAL RELATIONSHIPS

⇒ ControlFlow from Press burron to Saving

INCOMING BEHAVIORAL RELATIONSHIPS

⇒ ControlFlow from Changing object to Press burron

Press button

Activity owned by 'User', in package 'Use Case Model'

Press button change or delete

Press button
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OUTGOING BEHAVIORAL RELATIONSHIPS

OUTGOING BEHAVIORAL RELATIONSHIPS

ControlFlow from Press button to Open window

INCOMING BEHAVIORAL RELATIONSHIPS

ControlFlow from Choose to Press button

Press button Save

Activity owned by 'User', in package 'Use Case Model'

Press button Save
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OUTGOING BEHAVIORAL RELATIONSHIPS

ControlFlow from Press button Save to Save info

INCOMING BEHAVIORAL RELATIONSHIPS

ControlFlow from Add info to Press button Save

Press Open

Activity owned by 'User', in package 'Use Case Model'

Press Open
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OUTGOING BEHAVIORAL RELATIONSHIPS

ControlFlow from Press Open to Open window with list of comands

INCOMING BEHAVIORAL RELATIONSHIPS

ControlFlow from Choose nessesary game to Press Open

Read info about object

Activity owned by 'User', in package 'Use Case Model'

Read info about object
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STRUCTURAL PART OF Read info about object

🔧 ObjectNode3 : ActionPin

OUTGOING BEHAVIORAL RELATIONSHIPS

⚡ ControlFlow from Read info about object to Close window

⚡ ControlFlow from Read info about object to Choose object

INCOMING BEHAVIORAL RELATIONSHIPS

⚡ ControlFlow from Show info about object to Read info about object

ObjectNode3

ActionPin owned by 'Read info about object', in package 'Use Case Model'

Final

ActivityFinal owned by 'User', in package 'Use Case Model'

INCOMING BEHAVIORAL RELATIONSHIPS

⚡ ControlFlow from Close windows to Final

Pess button "Change"

ActivityInitial owned by 'User', in package 'Use Case Model'

OUTGOING BEHAVIORAL RELATIONSHIPS

⚡ ControlFlow from Pess button "Change" to Open window

Press Button Create

ActivityInitial owned by 'User', in package 'Use Case Model'

OUTGOING BEHAVIORAL RELATIONSHIPS

⚡ ControlFlow from Press Button Create to Open type's window

Press button See

ActivityInitial owned by 'User', in package 'Use Case Model'

OUTGOING BEHAVIORAL RELATIONSHIPS

ControlFlow from Press button See to Open window with games

Interaction

Interaction owned by 'Change', in package 'Use Case Model'

Interaction

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ELEMENTS OWNED BY Interaction

Computer : Sequence

Interaction diagram

Interaction diagram in package 'Use Case Model'

Interaction

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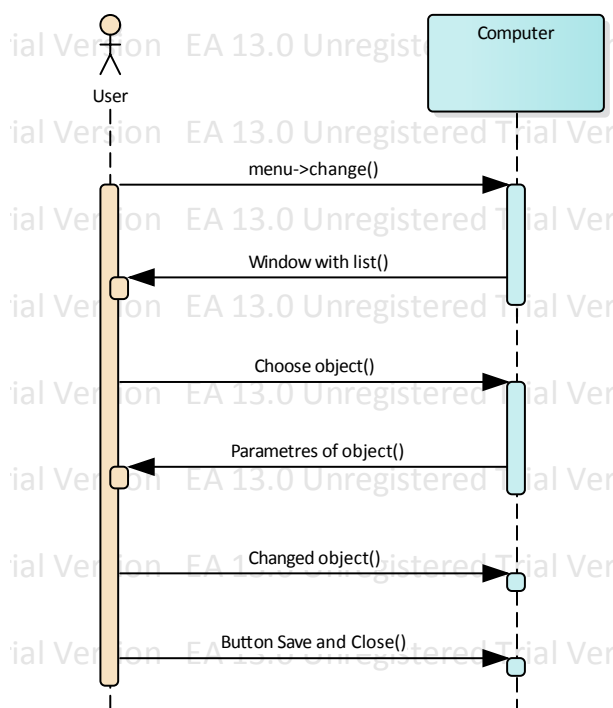


Figure 6: Interaction

INTERACTION MESSAGES	
<p>✉ 1.0 'menu->change' from 'User' sent to 'Computer'.</p> <p>Synchronous Call. Returns void.</p> <p>[Return is False. Iteration is False. New group is False.]</p>	
<p>✉ 1.1 'Window with list' from 'Computer' sent to 'User'.</p> <p>Synchronous Call. Returns void.</p> <p>[Return is False. Iteration is False. New group is False.]</p>	
<p>✉ 1.2 'Choose object' from 'User' sent to 'Computer'.</p> <p>Synchronous Call. Returns void.</p> <p>[Return is False. Iteration is False. New group is False.]</p>	
<p>✉ 1.3 'Parametres of object' from 'Computer' sent to 'User'.</p> <p>Synchronous Call. Returns void.</p> <p>[Return is False. Iteration is False. New group is False.]</p>	
<p>✉ 1.4 'Changed object' from 'User' sent to 'Computer'.</p> <p>Synchronous Call. Returns void.</p> <p>[Return is False. Iteration is False. New group is False.]</p>	
<p>✉ 1.5 'Button Save and Close' from 'User' sent to 'Computer'.</p> <p>Synchronous Call. Returns void.</p> <p>[Return is False. Iteration is False. New group is False.]</p>	

Computer

Sequence owned by 'Interaction', in package 'Use Case Model'

Computer
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OUTGOING BEHAVIORAL RELATIONSHIPS
<p>Name: new object's window</p> <p>⚡ Sequence from Computer to User</p>
<p>Name: list of games</p> <p>⚡ Sequence from Computer to User</p>
<p>Name: object's info</p> <p>⚡ Sequence from Computer to User</p>

OUTGOING BEHAVIORAL RELATIONSHIPS

Name: Window with list

Sequence from Computer to User

Name: window with types

Sequence from Computer to User

Name: list of comands

Sequence from Computer to User

Name: object's info

Sequence from Computer to User

Name: Parametres of object

Sequence from Computer to User

INCOMING BEHAVIORAL RELATIONSHIPS

Name: object's info

Sequence from User to Computer

Name: menu->open

Sequence from User to Computer

Name: object

Sequence from User to Computer

Name: menu-> new

Sequence from User to Computer

Name: Choose object

Sequence from User to Computer

Name: object

Sequence from User to Computer

Name: Button Save and Close

Sequence from User to Computer

Name: Changed object

Sequence from User to Computer

Name: menu->change

Sequence from User to Computer

INCOMING BEHAVIORAL RELATIONSHIPS
Name: close window Sequence from User to Computer
Name: game Sequence from User to Computer
Name: Button Save and Close Sequence from User to Computer
Name: type Sequence from User to Computer

StateMachine

StateMachine owned by 'Change', in package 'Use Case Model'

StateMachine
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ELEMENTS OWNED BY StateMachine
Changing object : State
List of objects : State
Button Change pressed : Initial State
Close window : Final State

StateMachine diagram

StateMachine diagram in package 'Use Case Model'

StateMachine
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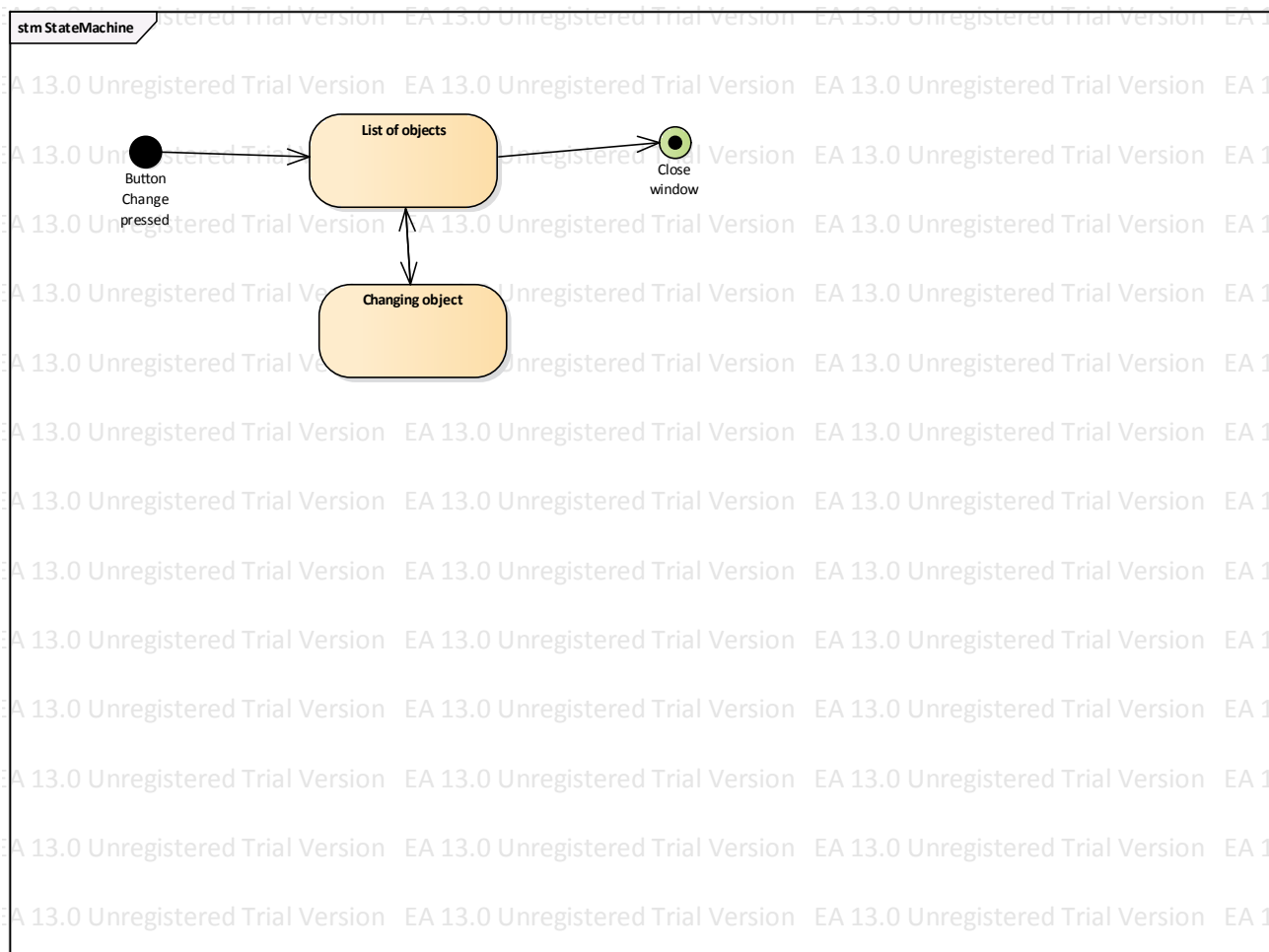


Figure 7: StateMachine

Changing object

State owned by 'StateMachine', in package 'Use Case Model'

Changing object

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OUTGOING BEHAVIORAL RELATIONSHIPS

Transition from Changing object to List of objects

INCOMING BEHAVIORAL RELATIONSHIPS

Transition from List of objects to Changing object

List of objects

State owned by 'StateMachine', in package 'Use Case Model'

List of objects
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OUTGOING BEHAVIORAL RELATIONSHIPS

◀ Transition from List of objects to Changing object

◀ Transition from List of objects to Close window

INCOMING BEHAVIORAL RELATIONSHIPS

▶ Transition from Changing object to List of objects

▶ Transition from Button Change pressed to List of objects

Button Change pressed

Initial State owned by 'StateMachine', in package 'Use Case Model'

OUTGOING BEHAVIORAL RELATIONSHIPS

◀ Transition from Button Change pressed to List of objects

Close window

Final State owned by 'StateMachine', in package 'Use Case Model'

INCOMING BEHAVIORAL RELATIONSHIPS

▶ Transition from List of objects to Close window


Create


UseCase in package 'Use Case Model'


В меню выбирается пункт "Создать объект"
Появляется окно выбора типа
Выбирается тип создаваемого объекта
Появляется окно нового объекта
Заполняются поля
Нажимается кнопка "Сохранить"
Закрывается окно

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ELEMENTS OWNED BY Create

 Activity : Activity

 Interaction : Interaction

 StateMachine : StateMachine

CONNECTORS

 **UseCaseLink** Source -> Destination

From: User : Actor, Public

To: Create : UseCase, Public

Activity

Activity owned by 'Create', in package 'Use Case Model'

Activity

Version 1.0 Phase 1.0 Proposed

Лепрекон created on 21.10.2016. Last modified 21.10.2016

Activity diagram

Activity diagram in package 'Use Case Model'

Activity

Version 1.0

Лепрекон created on 21.10.2016. Last modified 21.10.2016

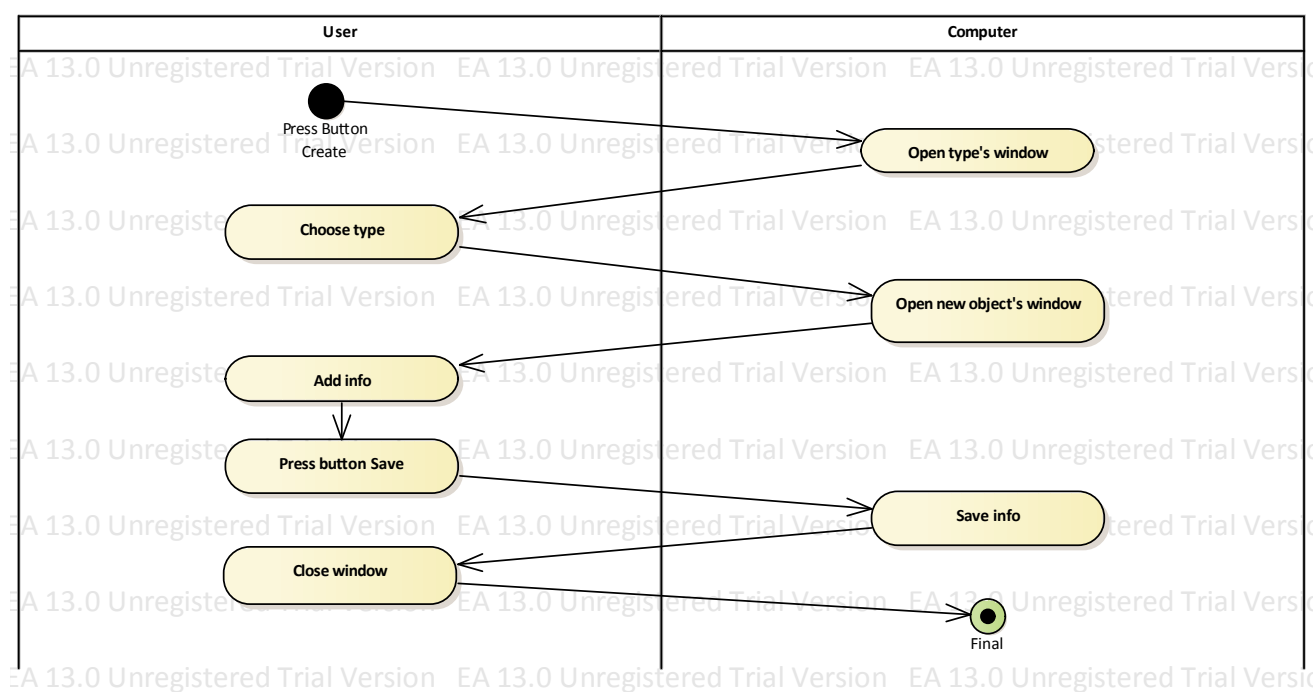


Figure 8: Activity

Interaction

Interaction owned by 'Create', in package 'Use Case Model'

Interaction
Version 1.0 Phase 1.0 Proposed
Лепрекон created on 21.10.2016. Last modified 21.10.2016

Interaction diagram

Interaction diagram in package 'Use Case Model'

Interaction
Version 1.0
Лепрекон created on 21.10.2016. Last modified 21.10.2016

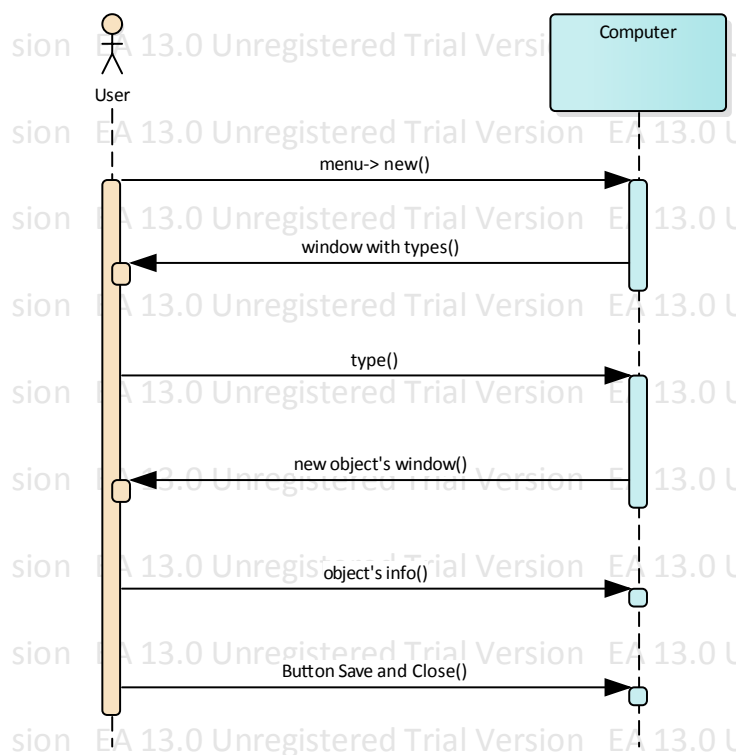


Figure 9: Interaction

INTERACTION MESSAGES

✉ 1.0 'menu-> new' from 'User' sent to 'Computer'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ 1.1 'window with types' from 'Computer' sent to 'User'.
Synchronous Call. Returns void.
[Return is False. Iteration is False. New group is False.]
✉ 1.2 'type' from 'User' sent to 'Computer'.
Synchronous Call. Returns void.
[Return is False. Iteration is False. New group is False.]
✉ 1.3 'new object's window' from 'Computer' sent to 'User'.
Synchronous Call. Returns void.
[Return is False. Iteration is False. New group is False.]
✉ 1.4 'object's info' from 'User' sent to 'Computer'.
Synchronous Call. Returns void.
[Return is False. Iteration is False. New group is False.]
✉ 1.5 'Button Save and Close' from 'User' sent to 'Computer'.
Synchronous Call. Returns void.
[Return is False. Iteration is False. New group is False.]

StateMachine

StateMachine owned by 'Create', in package 'Use Case Model'

StateMachine
Version 1.0 Phase 1.0 Proposed
Лепрекон created on 21.10.2016. Last modified 21.10.2016

ELEMENTS OWNED BY StateMachine
📁 Window with object's fields : State
📁 Window wiyh types : State
📁 Button new pressed : Initial State
📁 New oblect created : Final State

StateMachine diagram

StateMachine diagram in package 'Use Case Model'

StateMachine

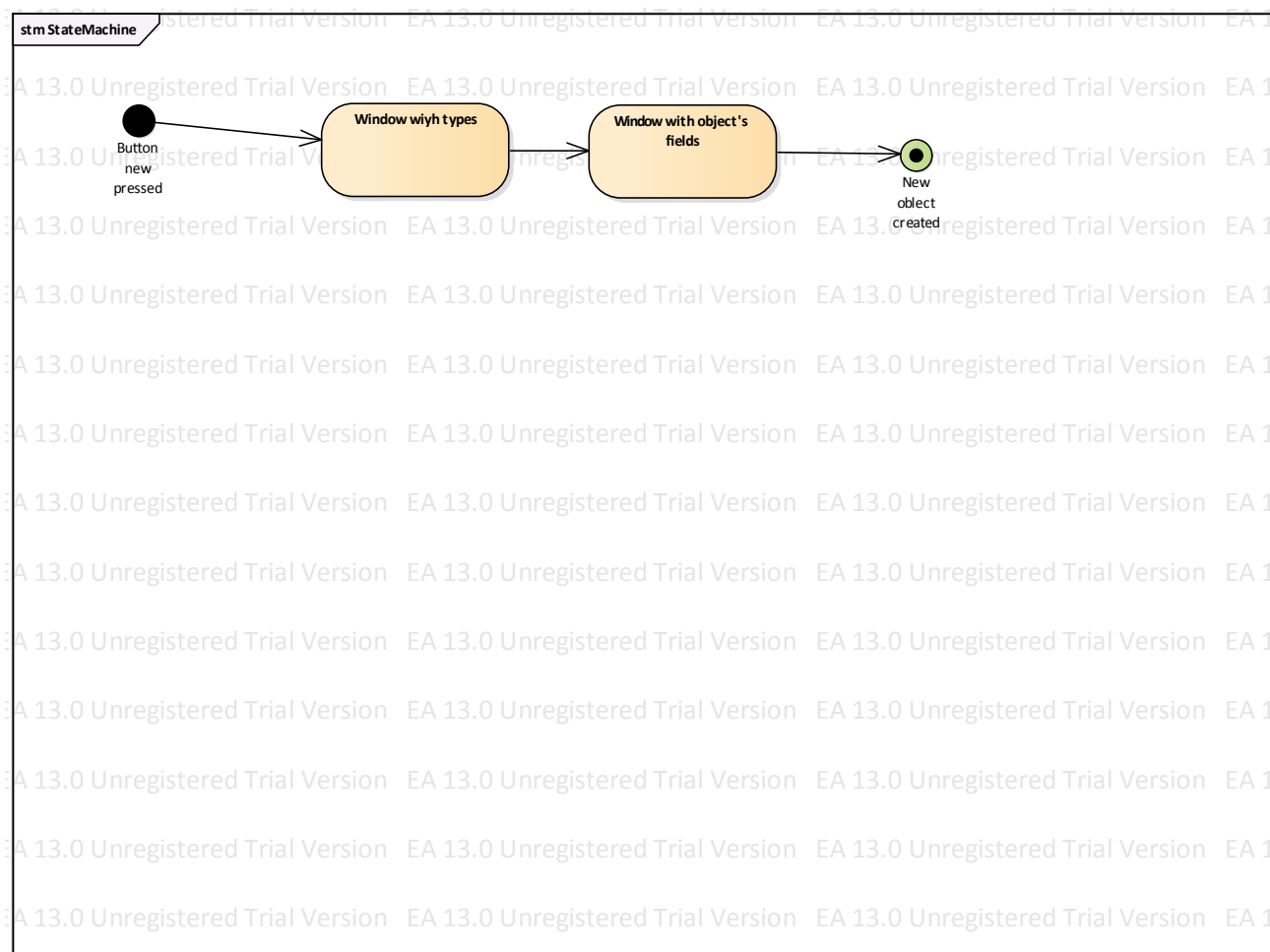


Figure 10: StateMachine

Window with object's fields

State owned by 'StateMachine', in package 'Use Case Model'

Window with object's fields

Version 1.0 Phase 1.0 Proposed

Лепрекон created on 21.10.2016. Last modified 21.10.2016

OUTGOING BEHAVIORAL RELATIONSHIPS

Transition from Window with object's fields to New oblect created

INCOMING BEHAVIORAL RELATIONSHIPS

Transition from Window wiyh types to Window with object's fields

Window wiyh types

State owned by 'StateMachine', in package 'Use Case Model'

Window wiyh types

Version 1.0 Phase 1.0 Proposed

Лепрекон created on 21.10.2016. Last modified 21.10.2016

OUTGOING BEHAVIORAL RELATIONSHIPS

↩ Transition from Window wiyh types to Window with object's fields

INCOMING BEHAVIORAL RELATIONSHIPS

➡ Transition from Button new pressed to Window wiyh types

Button new pressed

Initial State owned by 'StateMachine', in package 'Use Case Model'

OUTGOING BEHAVIORAL RELATIONSHIPS

↩ Transition from Button new pressed to Window wiyh types

New oblect created

Final State owned by 'StateMachine', in package 'Use Case Model'

INCOMING BEHAVIORAL RELATIONSHIPS

➡ Transition from Window with object's fields to New oblect created

Read

UseCase in package 'Use Case Model'





В меню выбирается пункт "Просмотр"
 Выбирается файл с нужной игрой
 Нажимается кнопка "Открыть"
 Открывается окно со списком команд
 Путём перехода по ссылкам открываем необходимый объект
 Просматриваем информацию
 Повторяем при необходимости
 Закрываем окно со списком команд

Read

Version 1.0 Phase 1.0 Proposed

Лепрекон created on 21.10.2016. Last modified 21.10.2016

ELEMENTS OWNED BY Read

ELEMENTS OWNED BY Read Activity : Activity Interaction : Interaction StateMachine : StateMachine**CONNECTORS** **UseCaseLink** Source -> Destination

From: User : Actor, Public

To: Read : UseCase, Public

Activity

Activity owned by 'Read', in package 'Use Case Model'

Activity

Version 1.0 Phase 1.0 Proposed

Лепрекон created on 21.10.2016. Last modified 21.10.2016

Activity diagram

Activity diagram in package 'Use Case Model'

Activity

Version 1.0

Лепрекон created on 21.10.2016. Last modified 21.10.2016

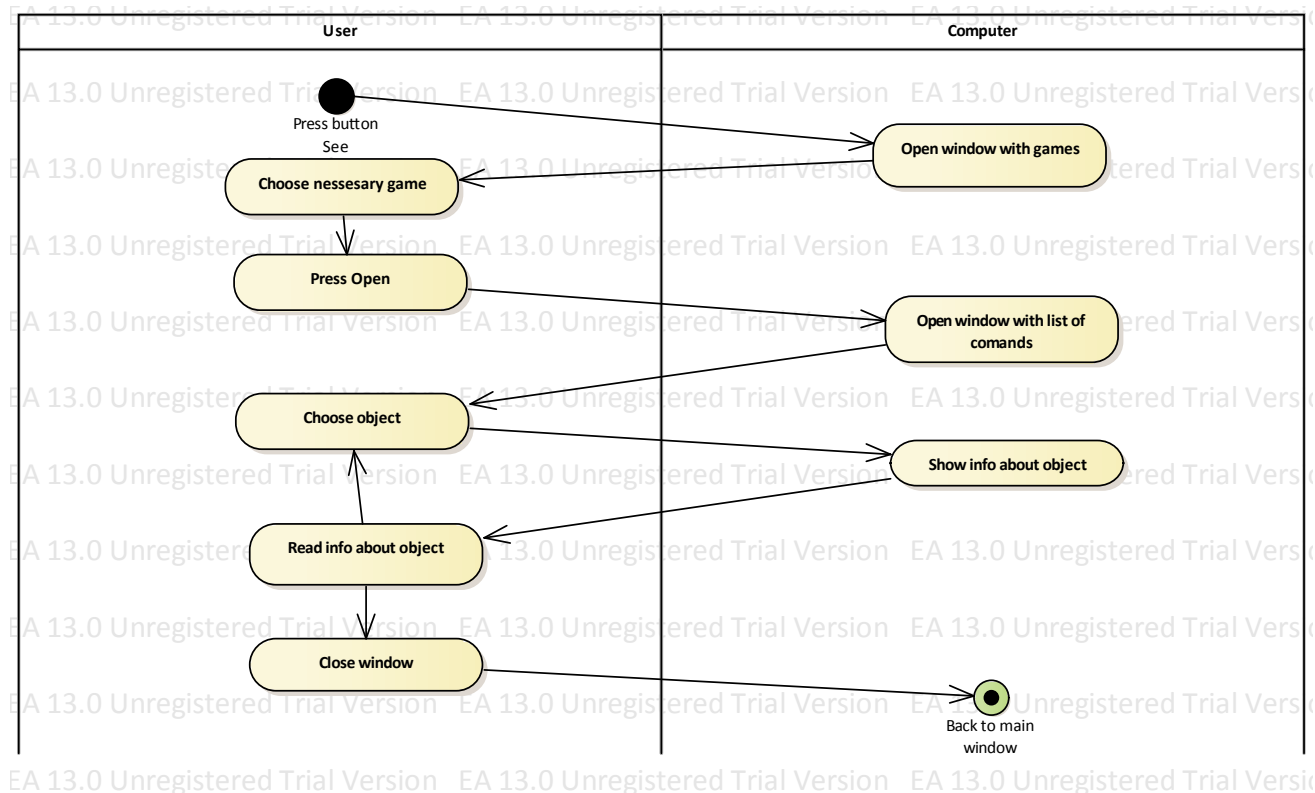


Figure 11: Activity

Interaction

Interaction owned by 'Read', in package 'Use Case Model'

Interaction
Version 1.0 Phase 1.0 Proposed
Лепрекон created on 21.10.2016. Last modified 21.10.2016

ELEMENTS OWNED BY Interaction
InteractionFragment : InteractionFragment
{ } : InteractionState
MessageEnd : MessageEnd
Gate : Gate
Object1 : Sequence «boundary»

Interaction diagram

Interaction diagram in package 'Use Case Model'

Interaction

Version 1.0

Лепрекон created on 21.10.2016. Last modified 21.10.2016

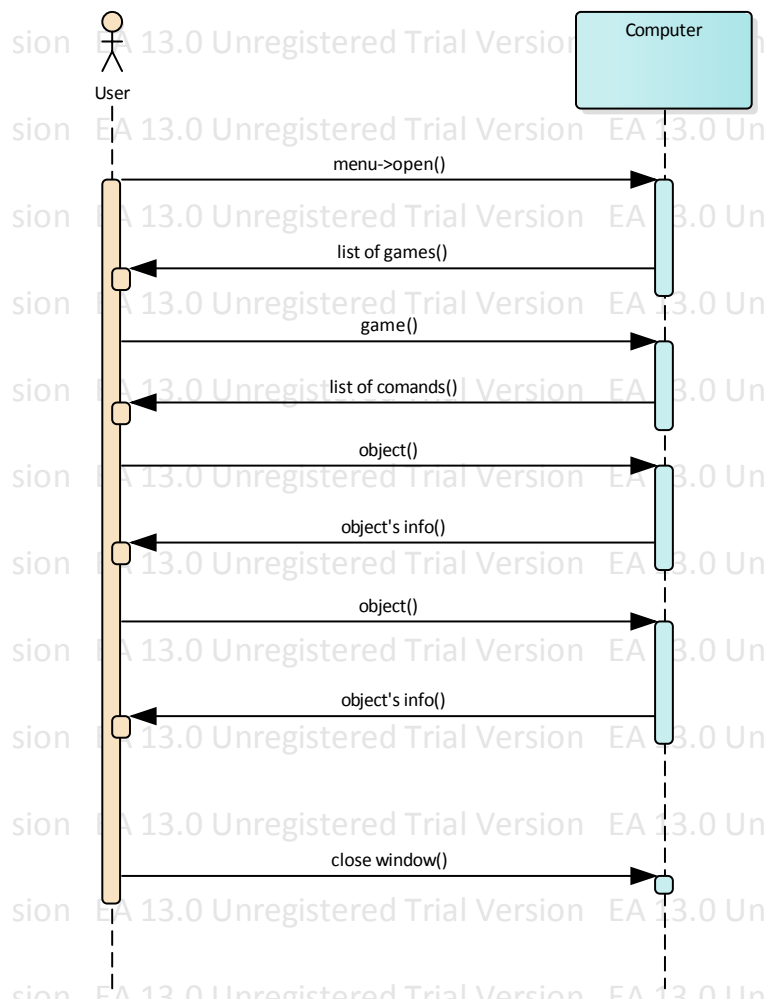


Figure 12: Interaction

INTERACTION MESSAGES

✉ 1.0 'menu->open' from 'User' sent to 'Computer'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ 1.1 'list of games' from 'Computer' sent to 'User'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ 1.2 'game' from 'User' sent to 'Computer'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

 1.3 'list of comands' from 'Computer' sent to 'User'.
Synchronous Call. Returns void.
[Return is False. Iteration is False. New group is False.]
 1.4 'object' from 'User' sent to 'Computer'.
Synchronous Call. Returns void.
[Return is False. Iteration is False. New group is False.]
 1.5 'object's info' from 'Computer' sent to 'User'.
Synchronous Call. Returns void.
[Return is False. Iteration is False. New group is False.]
 1.6 'object' from 'User' sent to 'Computer'.
Synchronous Call. Returns void.
[Return is False. Iteration is False. New group is False.]
 1.7 'object's info' from 'Computer' sent to 'User'.
Synchronous Call. Returns void.
[Return is False. Iteration is False. New group is False.]
 1.8 'close window' from 'User' sent to 'Computer'.
Synchronous Call. Returns void.
[Return is False. Iteration is False. New group is False.]

InteractionFragment

InteractionFragment owned by 'Interaction', in package 'Use Case Model'

InteractionFragment
Version 1.0 Phase 1.0 Proposed
Лепрекoн created on 21.10.2016. Last modified 21.10.2016



InteractionState owned by 'Interaction', in package 'Use Case Model'

{}
Version 1.0 Phase 1.0 Proposed
Лепрекoн created on 21.10.2016. Last modified 21.10.2016

MessageEnd

MessageEnd owned by 'Interaction', in package 'Use Case Model'

MessageEnd

Version 1.0 Phase 1.0 Proposed

Лепрекон created on 21.10.2016. Last modified 21.10.2016

Gate

Gate owned by 'Interaction', in package 'Use Case Model'

Gate

Version 1.0 Phase 1.0 Proposed

Лепрекон created on 21.10.2016. Last modified 21.10.2016

Object1

Sequence «boundary» owned by 'Interaction', in package 'Use Case Model'

Object1

Version 1.0 Phase 1.0 Proposed

Лепрекон created on 21.10.2016. Last modified 21.10.2016



StateMachine

StateMachine owned by 'Read', in package 'Use Case Model'

StateMachine

Version 1.0 Phase 1.0 Proposed

Лепрекон created on 21.10.2016. Last modified 21.10.2016

ELEMENTS OWNED BY StateMachine
 Choosing comand : State
 Choosing game : State
 choosing object : State
 finding nessesary object : State
 Reading info : State
 Button Open pressed : Initial State
 Close windows : Final State

StateMachine diagram

StateMachine diagram in package 'Use Case Model'

StateMachine
Version 1.0

Лепрекон created on 21.10.2016. Last modified 21.10.2016

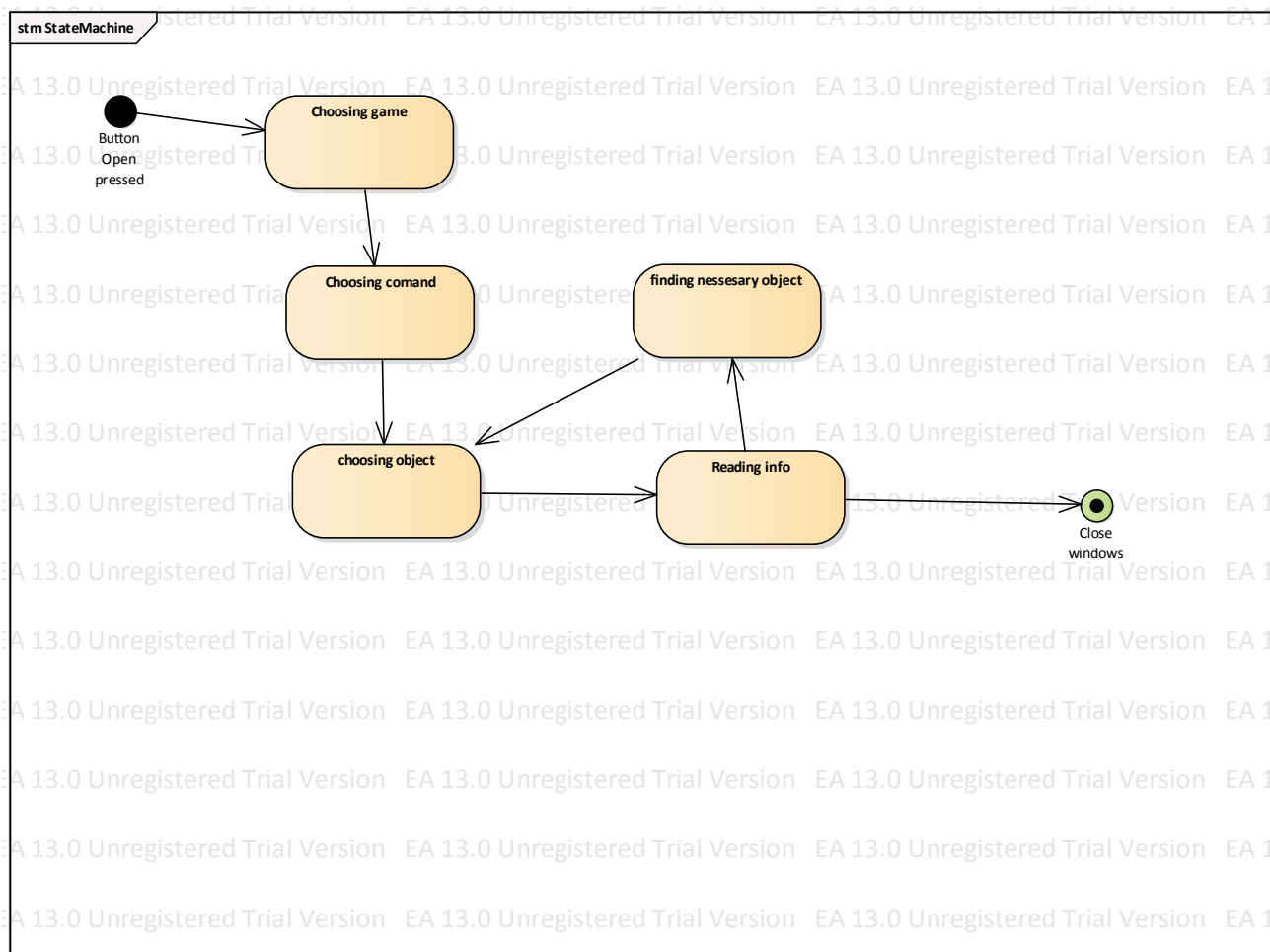


Figure 13: StateMachine

Choosing comand

State owned by 'StateMachine', in package 'Use Case Model'

Choosing comand

Version 1.0 Phase 1.0 Proposed

Лепрекон created on 21.10.2016. Last modified 21.10.2016

OUTGOING BEHAVIORAL RELATIONSHIPS

Transition from Choosing comand to choosing object

INCOMING BEHAVIORAL RELATIONSHIPS

Transition from Choosing game to Choosing comand

Choosing game

State owned by 'StateMachine', in package 'Use Case Model'

Choosing game
Version 1.0 Phase 1.0 Proposed
Лепрекoн created on 21.10.2016. Last modified 21.10.2016

OUTGOING BEHAVIORAL RELATIONSHIPS

◀:: Transition from Choosing game to Choosing comand

INCOMING BEHAVIORAL RELATIONSHIPS

⇒ Transition from Button Open pressed to Choosing game

choosing object

State owned by 'StateMachine', in package 'Use Case Model'

choosing object
Version 1.0 Phase 1.0 Proposed
Лепрекoн created on 21.10.2016. Last modified 21.10.2016

OUTGOING BEHAVIORAL RELATIONSHIPS

◀:: Transition from choosing object to Reading info

INCOMING BEHAVIORAL RELATIONSHIPS

⇒ Transition from finding nessesary object to choosing object

⇒ Transition from Choosing comand to choosing object

finding nessesary object

State owned by 'StateMachine', in package 'Use Case Model'

finding nessesary object
Version 1.0 Phase 1.0 Proposed
Лепрекoн created on 21.10.2016. Last modified 21.10.2016

OUTGOING BEHAVIORAL RELATIONSHIPS

◀:: Transition from finding nessesary object to choosing object

INCOMING BEHAVIORAL RELATIONSHIPS

INCOMING BEHAVIORAL RELATIONSHIPS

→ Transition from Reading info to finding nessesary object

Reading info

State owned by 'StateMachine', in package 'Use Case Model'

Reading info

Version 1.0 Phase 1.0 Proposed

Лепрекон created on 21.10.2016. Last modified 21.10.2016

OUTGOING BEHAVIORAL RELATIONSHIPS

→ Transition from Reading info to finding nessesary object

→ Transition from Reading info to Close windows

INCOMING BEHAVIORAL RELATIONSHIPS

→ Transition from choosing object to Reading info

Button Open pressed

Initial State owned by 'StateMachine', in package 'Use Case Model'

OUTGOING BEHAVIORAL RELATIONSHIPS

→ Transition from Button Open pressed to Choosing game

Close windows

Final State owned by 'StateMachine', in package 'Use Case Model'

INCOMING BEHAVIORAL RELATIONSHIPS

→ Transition from Reading info to Close windows