
Use Cases

for

WeChat!

Version 1.0 approved

Prepared by Yasir Ahmed Siddiqui

University of Karachi

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|----------------|--|--------------------|-----------|
| Use Case ID: | 1 | | |
| Use Case Name: | Display contacts on the left window grid | | |
| Created By: | Yasir Ahmed Siddiqui | Last Updated By: | 8/30/2018 |
| Date Created: | 8/30/2018 | Date Last Updated: | 8/30/2018 |

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|--------------------------|--|
| Actor: | End-User |
| Description: | This use case fetches contact from database and shows them on the left window grid. User can chat, voice call or video call to any contact. |
| Preconditions: | 1) User should be connected to the internet. 2) User should be logged-in in order to see contacts and call them. |
| Postconditions: | 1) Contacts are shown on the left window grid. |
| Priority: | - |
| Frequency of Use: | Every time user logs in this use case will be executed |
| Normal Course of Events: | 1) The user logged into his/her account. 2) New window will pop up. 3) Get user's information from database. 4) On right side a grid is shown. 5) On grid User's contacts are shown along with name and email address. |
| Alternative Courses: | |
| Exceptions: | 1) There is no account in the database. 2) There are no contacts added by the user. 3) User is not logged in |
| Includes: | Database, Internet, Server |
| Special Requirements: | - |
| Assumptions: | User must be logged in |
| Notes and Issues: | |

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|----------------|----------------------------|--------------------|-----------|
| Use Case ID: | 2 | | |
| Use Case Name: | Voice call to another user | | |
| Created By: | Yasir Ahmed Siddiqui | Last Updated By: | 8/30/2018 |
| Date Created: | 8/30/2018 | Date Last Updated: | 8/30/2018 |

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|--------------------------|---|
| Actor: | End-User |
| Description: | This use case makes a connection between two users(User1 and User2) so that they can communicated through voice calling. |
| Preconditions: | 1) User should be connected to the internet. 2) User should be logged-in. 3) User2 must be added by User1. |
| Postconditions: | - |
| Priority: | - |
| Frequency of Use: | - |
| Normal Course of Events: | 1) User 1 Call request send to the server. 2) Server sends request to user2. 3) A communication link is established between User1 and User2. 4) User 1 and user are connected. 5) Show connected status on the <i>Voice Call window</i> . 6) Prompt user to plug microphone and speaker. |
| Alternative Courses: | - |
| Exceptions: | 1) User2 can hang up anytime. 2) User1 can hang up anytime. 3) Voice call can be disconnected due to bad internet connection. 4) Establishing connection is failed due to overloaded server. |
| Includes: | - |
| Special Requirements: | - |
| Assumptions: | 1) User must be logged in. 2) User must connected to internet. |
| Notes and Issues: | |

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|----------------|----------------------------|--------------------|-----------|
| Use Case ID: | 3 | | |
| Use Case Name: | Video call to another user | | |
| Created By: | Yasir Ahmed Siddiqui | Last Updated By: | 8/30/2018 |
| Date Created: | 8/30/2018 | Date Last Updated: | 8/30/2018 |

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|--------------------------|--|
| Actor: | End-User |
| Description: | This use case makes a connection between two users(User1 and User2) so that they can communicated through video calling. |
| Preconditions: | 1) User should be connected to the internet. 2) User should be logged-in. 3) User2 must be added by User1. |
| Postconditions: | - |
| Priority: | - |
| Frequency of Use: | - |
| Normal Course of Events: | 1) User 1 Call request send to the server. 2) Server sends request to user2. 3) A communication link is established between User1 and User2. 4) User 1 and user are connected. 5) Show connected status on the <i>Voice Call window</i> . 6) Prompt user to plug microphone and speaker and video camera. |
| Alternative Courses: | - |
| Exceptions: | 1) User2 can hang up anytime. 2) User1 can hang up anytime. 3) Video call can be disconnected due to bad internet connection. 4) Establishing connection is failed due to overloaded server. |
| Includes: | - |
| Special Requirements: | - |
| Assumptions: | 3) User must be logged in. 4) User must connected to internet. |
| Notes and Issues: | |