



Use Case Descriptions: DiveIn

Use Case 1. Enter the Application

Actors: User

Trigger: User executes the application

Basic Flow:

1. The application resets the information being displayed (see Use Case 3).

Use Case 2. Exit the Application

Actors: User

Triggers: User activates the Exit item (by clicking or using a keyboard shortcut)
User closes the main window.

Basic Flow:

1. The application exits.

Use Case 3. Reset the Information

Actors: User

Trigger: User activates the Reset item (by clicking or using a keyboard shortcut)

Basic Flow:

1. The application clears the text being displayed.
2. The application displays NA in the Total Points area.

Use Case 4. Add a Dive

Actors: User

Trigger: User activates the Add item (by clicking or using a keyboard shortcut)

Basic Flow:

1. The application displays the DiveEditorDialog object.
2. The user (optionally) selects a dive from the drop down list.
3. The user (optionally) enters the score given by each of the judges.
4. The user activates the OK button.
5. If the information is valid then the application updates the DiveInWindow object.
 - 5.1. The name of the dive is displayed (on a new line).
 - 5.2. The raw score for the dive is displayed (on the same line).
 - 5.3. The weighted (by the degree of difficulty) total points is updated and displayed in the Total Points area.

Extensions:

4a. The user closes the dialog window or activates the Cancel button.

5a. The display is left unchanged.

5b. If the information is invalid then the display is left unchanged.