



# Use Case Descriptions

**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.** Quit the Application

Actors: User

Triggers: User activates the **Exit** item (by clicking on **File+Exit**).  
User closes the main window.

Basic Flow:

1. The application quits.

**Use Case 3.** Reset the Information

Actors: User

Trigger: User activates the **Reset** item (by clicking on **Edit+Reset**).

Basic Flow:

1. The application sets the grade in each class to the empty String.

**Use Case 4.** Enter a Grade

Actors: User

Trigger: User clicks in a grade entry field.

Basic Flow:

1. The application sets the corresponding Grade.

**Use Case 5.** Calculate a Course Grade

Actors: User

Trigger: User activates the **Calculate** item (by clicking on **Edit+Calculate**).

Basic Flow:

1. The application calculates the course grade.
2. The application displays the course grade in an information dialog box that has a title of "Course Grade".