

Example: [http://epf.eclipse.org/wikis/openup/core.tech.common.extend\\_supp/guidances/examples/use\\_case\\_spec\\_CD5DD9B1.html](http://epf.eclipse.org/wikis/openup/core.tech.common.extend_supp/guidances/examples/use_case_spec_CD5DD9B1.html)

## Use Cases:

1. EventApplication Started
  - a. MealPlanner confirms that user information exists
  - b. GUI displays main menu
  - c. Variation 1: User information does not exist at step a
    - i. Execute "Edit User Information"
2. Manage Recipes
  - a. RecipeManager confirms recipes exist in the system
  - b. Load GUI with list of recipes and add/edit/delete buttons
  - c. Manage Recipe GUI displays
  - d. Variation 1: User selects Add Recipe
    - i. Add Recipe window is displayed with fields for ingredients, instructions, and nutritional information
    - ii. User enters recipe information
    - iii. User clicks "save" button
    - iv. New recipe is added to system
    - v. Variation 1.1: User clicks "cancel" button
      1. Program returns to step a
  - e. Variation 2: User Selects Edit Recipe
    - i. Variation 2.1: Load information for selected recipe
      1. Edit Recipe window is displayed with fields for ingredients, instructions, and nutritional information for the selected recipe
    - ii. Variation 2.2: User failed to select a recipe before clicking button
      1. Warn user and return to step e
  - f. Variation 3: User Selects Delete Recipe
    - i. Variation 3.1: Load information for selected recipe
      1. Delete confirmation window is displayed with Confirm and Cancel Buttons
      2. Variation 3.1.1: User clicks Confirm
        - a. Recipe is deleted from the system
      3. Variation 3.1.2: User clicks Cancel
        - a. Return to step c
    - ii. Variation 3.2: User failed to select a recipe before clicking button
      1. Warn user and return to step f
3. Add a New Recipe to Recipe Box (may be redundant)
  - a. User clicks add new recipe
  - b. GUI displays a blank recipe window
  - c. User enters recipe information
  - d. User clicks "save"

- e. Recipe Box saves the new recipe
  - f. GUI closes the recipe window
  - g. Variation 1: User clicks “cancel” at step d
    - i. GUI displays “are you sure” prompt
    - ii. continue from step f
- 4. Delete a Recipe from Recipe Box (may be redundant)
- 5. Edit a Recipe (may be redundant)
- 6. Add a Recipe to Weekly Nutrition Plan
- 7. Delete a Recipe from Weekly Nutrition Plan
- 8. Print a Recipe
- 9. Print a Shopping List
  - a. Variation 1: User selects Print Shopping List
    - i. Confirm that a weekly meal list exists
    - ii. Variation 1.1: Weekly meal list does not exist
      - 1. Issue an error, and return to main menu
    - iii. Variation 1.2: Weekly meal list does exist
      - 1. Compute the week’s shopping list from the weekly meal plan
      - 2. Display a preview of the shopping list with a Print and Cancel button
      - 3. Variation 1.2.1: User clicks Print button
        - a. Determine if a printer exists
          - i. Variation 1.2.1.1: Printer does not exist
            - 1. Issue an error and return to step a
          - ii. Variation 1.2.1.2: Printer does exist
            - 1. Display print selection dialog
            - 2. Return to main menu when print dialog closed
      - 4. Variation 1.2.2: User clicks cancel button
        - a. Return to main menu
  - b. Variation 2: User selects Quick Print option
    - i. Go to step iii.3.a
- 10. Edit User Information
  - a. MealPlanner confirms that user information exists
  - b. Load GUI with user information
  - c. GUI displays edit user information window
  - d. User enters information
  - e. User clicks “save” button
  - f. MealPlanner saves information to file
  - g. GUI closes information window
  - h. Variation 1: User information does not exist at step a
    - i. GUI loads default user information
    - ii. continue from step c
  - i. Variation 2: User clicks “cancel” button at step e
    - i. MealPlanner confirms that user information exists
    - ii. Continue from step g
    - iii. Variation 1: User information does not exist at step i

1. GUI displays “using defaults” message.
2. Continue from step f