Calorie Counter Use Cases

(there are many ways to divide an app into use cases; this is one I like)

Use Case 1: System Start Up. The user opens the app which displays the current calories for the day so far. The app shows various options to the user for next steps but the user can also do nothing or just close the app without doing anything else. (In which case nothing changes in the stored information and the app opens in the same way with the same information next time).

Use Case 2: Add Calories. (Precondition = Use Case 1). The user adds any number of calories to the current total (which may be zero). The new total is calculated, displayed to the user, and stored in the database. Entering zero calories to add should get an error message. This use case can repeat adding more calories each time until the user closes the app or go on to Use Case 3.

Use Case 3: Start New Day. (Precondition = Use Case 1 and optionally Use Case 2). User indicates they want to start a new day of calorie keeping. The user is asked to confirm they wish to delete the old information (the message can show the total of calories recorded). If they respond positively, the calorie count is set back to zero on the display and in the database. If they respond negatively, nothing changes. The user can repeat this use case, go to Use Case 2, or close the app.

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W. L. Honig for Comp 125