

UC01: Play Music

Description

The goal of this use case is to allow the Customer to play music. It begins when the Customer tells the system to play music. The system asks the Customer to provide their selection preference (artist, song title, genre). The system asks the Satellite Provider for the list of songs that match the Customer's selection criteria and presents the list to the Customer. The Customer selects the desired songs, and for each selection, the system updates a song counter and amount due. The process continues until the Customer tells the system they are done. The system asks the Satellite Provider for the songs and plays them in the order selected by the Customer. The system creates a transaction containing such information as the date, time, location, list of songs, and amount due, and sends it to the Accounts Receivable system. The system presents a thank-you message and the use case ends.

Pre-Conditions

1. The actor is authenticated.

Basic Flow – Selected music is played

1. This use case begins when the Customer tells the system to play music.
2. The system asks the Customer to provide a selection preference (by artist, by song, by genre), or cancel.
3. The Customer tells the system to select by genre.
Variation: the Customer tells the system to cancel. The use case ends.
4. The system presents the list of genres and asks the Customer to select one (reference: Data Definition)
5. The Customer selects a genre.
6. The system asks the Satellite Provider for a list of song descriptions (artist, title, and running time) that match the selection criteria.
7. The Satellite Provider provides the list of song descriptions.
8. The system presents the list of song descriptions and gives the actor the option to:
 - Select / deselect as many songs as desired.
 - End the selection and play music.
 - Cancel
9. The actor selects / deselects the desired songs.
 - As each entry is selected / deselected, the system presents the number of songs in the play list and the total amount owed.
 - The selection process continues until the user tells the system to end the selection process and play music.
10. The system asks the Satellite Provider for the songs the customer selected.
11. The Satellite Provider provides the songs and information about them.
12. The system plays the songs until done or the Customer cancels. As each song is played, the system presents information about the song, as provided by the Satellite Provider.
13. The system creates a transaction and sends it to the Accounts Receivable System (reference: Data Dictionary and Special Requirement 1).
14. The system presents a confirmation / thank-you message (reference: Messages Document: M1)
15. The use case ends.

Alternative Flow #1 – The Customer selects by artist or song

1. This flow begins when the Customer tells the system to select by song or artist (reference Basic Flow step 3).
2. The system asks the Customer to provide the artist / song.
3. The Customer provides the artist / song.
4. The use case continues at Basic Flow step 6.

Alternative Flow #2 – The Customer tells the system to cancel – no songs selected or played

1. This flow begins when the Customer tells the system to cancel (reference Basic Flow step 9).

2. The system asks the Customer to confirm the cancellation request (reference Messages Document: M2).
3. The Customer tells the system to cancel.
Variation: the Customer tells the system not to cancel. The use case continues at Basic Flow step 9
4. The use case ends.

Alternative Flow #3 – The Customer tells the system to cancel during playback

1. This flow begins when the Customer tells the system to cancel during playback (reference Basic Flow step 12).
2. The system asks the Customer to confirm the cancellation request (reference Messages Document: M2).
3. The Customer tells the system to cancel.
Variation: the Customer tells the system not to cancel. The use case continues at Basic Flow step 12.
4. The system stops the playback and only charges the Customer for the songs that have been played (including the one currently being played).
5. The use case continues at Basic Flow step 13

Exception Flow #1 – The system is unable to communicate with the Satellite Provider.

1. This flow begins when the system is unable to communicate with the Satellite Provider (reference Basic Flow steps 6, 7, 10, 11).
2. The system tells the Customer that the satellite connection is lost (reference: Messages Document: M3).
3. The use case ends.

Exception Flow #2 – The system is unable to send the transaction to the Accounts Receivable System

1. This flow begins when the system is unable to send the transaction to the Accounts Receivable System (reference Basic Flow step 13)
2. The system saves the transaction.
3. The use case continues at Basic Flow step 14

Exception Flow #3 – No songs match the song / artist provided by the Customer

1. This flow begins when the Satellite Provider tells the system no entries match the selection criteria (reference Basic Flow step 7).
2. The system tells the Customer that no songs match the selection criteria (reference Messages Document: M4).
3. The use case continues at Basic Flow step 2

Exception Flow #4 – No songs selected

1. This flow begins when the Customer tells the system to play songs, but none are selected (reference Basic Flow step 9)
2. The system tells the Customer that no songs have been selected to play (reference Messages Document: M5).
3. The use case continues at Basic Flow step 9

Additional Detail

None

Special Requirements

1. **The transaction must be encrypted using SSL128 bit encryption standard.**

Post-Conditions

- Selected songs are played to the Customer.
- A transaction is sent to the Accounts Receivable System.

Analyst Notes

1. Where will unsent transactions be processed?

Answer: a new use case will be required.

2.

Super Media Player Play Music

Super Media Player has thousands of songs to choose from!

How would you like to select songs?

- By Genre (default)
- By Title
- By Artist

Please select a genre:

- Blues
- Classic Rock
- Country

Please select the songs you want to hear. Click on the Play Music button when you are done with your selections. (Cancel or Help are available at anytime)

	<u>Artist</u>	<u>Title</u>	<u>Length</u>
<input type="radio"/>	Artist 1	Song Title 1	
<input type="radio"/>	Artist 1	Song Title 2	
<input type="radio"/>	Artist 2	Song Title 1	

<xxx> songs selected

Amount Due: \$dd.yy

Song Being Played:

Artist:

Title:

Remaining Time

[some descriptive information goes here. Example: artist bio, new album, concert dates, etc]

Songs Remaining:

Play Music!

Cancel

Help