

Use case for MobileMedia Application Release 7

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Color Code:

Red: Change in usecases
Blue: New usecase

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MobileMedia Release 7: In this release alternative feature video has been added. With video same optional features are associated as with photo and music, i.e., sort, favourite, and copy.

Note: In this release the existing optional usecases (sort, count, favourite, copy) have been extended for photo, music, and video. In this release Media means image, audio, and video.

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Usecase: Play Video

Actor: Mobile Phone (system) and User

Description: The user plays the video file available

Precondition:

Application must be launched

A video file must be available

Trigger: User chooses the option to view the video file

Scenario:

1. (select) The user selects a video album
2. (listing) The device populates the available video files in an album
3. (play) The user selects one of the video file to be played that device retrieves from the memory

Extensions:

1a. (null data) Video file is unavailable

Include: Play Music usecase

Usecase: Video control

Actor: Mobile Phone (system) and User

Description: The user can stop and/or pause a playing video file and re-play it from the point where the user stopped or paused the video.

Precondition:

Application must be launched

The video file must be selected or is being played for pause and stop controls to be functional.

Trigger: The user selects presses (stop/play) to either stop or play the video

Scenario:

1. (stop) If the video file is playing the user stop it by selecting the option to stop the video.

Extensions:

1a. (play) If the video file was stopped the user selects the option to play the video.

Extends: Play video

Includes: Control music usecase

Usecase: Capture Photo

Actor: MobilePhone (system) and user

Description: The user plays the video file available on the device

Precondition:

Application must be launched

Device must have a built-in camera

Trigger: User chooses the option to capture an image using device's built-in camera

Scenario:

1. (capture) User selects the option to capture a image using device's built-in camera
2. (record) The captured image is stored on temporary allocated memory on device.

Usecase: Capture Video

Actor: MobilePhone (system) and user

Description: The user plays the video file available on the device

Precondition:

Application must be launched

Device must have a built-in camera

Trigger: User chooses the option to capture an image using device's built in camera

Scenario:

1. (start capture) User selects the option to capture video using device's built-in camera
2. (record) The device starts recording video on to temporary allocated memory on device.
3. (stop) The device stops recording video when user selects the option to stop capturing video.

Extends: Capture Image usecase

Usecase: Store Media

Actor: MobilePhone (system) and user

Description: The images and video captured by the device and store on device temporary memory location are stored in specific album.

Precondition:

Application must be launched

The video and image must be available on the device's temporary memory

Scenario:

1. (select) The user select the video or image from device temporary memory to be stored in specific album.
2. (path) User specifies the path of an album where the video or image are to be stored.
3. (label) User provides a labels for the video or image stored in a specific album.
4. (saved) The selected video or image is copied and stored in specified album

Extensions:

2a. (label) The label already exists:

2a1. options to either replace the existing media with the new label

2a2. save media with another name or save the album with another name

3a. (update) Problem with updating the modified information

4a. (saved) Problem occurs with storing media in specified album and/or device memory

Usecase: Play Music

Actor: Mobile Phone (system) and User

Description: The user plays the audio file available on the device

Precondition:

Application must be launched

An audio file must be available

Trigger: User chooses the option to listen to the audio file

Scenario:

1. (select) The user selects a music album
2. (listing) The device populates the available audio files in an album
3. (play) The user selects one of the audio file to be played that device reterives from memory

Extensions:

1a. (null data) Audio file is unavailable

Usecase: Music control

Actor: Mobile Phone (system) and User

Description: The user can play, stop, and pause the audio file

Precondition:

Application must be launched

Trigger: User selects one of the control options (play, stop, or pause)

Scenario:

1. (start play) The user selects the option to play the music

Extensions:

- 1a. (pause) If the audio file is playing the user can pause it by pressing the button
- 1b. (stop play) If the audio file is playing the user can stop it by pressing the button

Includes: *Play Music Usecase*

Usecase: Receive Photo

Actor: Mobile Phone (system) and User

Description: The device can receive an image sent from sending device by SMS transfer

Precondition:

Application must be launched

An album must be available on the device to store the image

Trigger: User chooses to accept the image sent by other device

Scenario:

1. (receive) The image received through SMS on the mobile device
2. (process) The image is processed to extract information (type, etc.)
3. (path) User provides the path of the target album where the image has to be stored
4. (label) The user assigns a name to the stored image
5. (saved) The image is saved in the target album with a label assigned by user.
6. (update) Once the image is saved in the album the image list is updated.

Extensions:

4a. (label) The label already exists:

- 4a1. options to either replace the existing image
- 4a2. save the image with other name

5a. (saved) Problem occurs with storing image in specified album and/or device memory

6a. (update) The device is unable to update the modified information

Includes: *View Content Usecase*

Usecase: Send Photo

Actor: Mobile Phone (system) and User

Description: The user can send image from one device to another device by SMS transfer

Precondition:

Application must be launched

There must be a image available and stored on phone's images folder

Trigger: User chooses to send the image from one device to another by SMS transfer

Scenario:

1. (select) User selects an image from the album
2. (insert) The sender provides the device with the number of target device
3. (sends) On pressing send, the image gets transferred to the target device

Extensions:

1a. (null data) There are no images available on the device

2a. (insert) Invalid Phone Number

3a. (Send) Failure in transferring the image

Usecase: Set Favourite

Actor: Mobile Phone (system) and User

Description: The user can select an image, audio, or video as favourite in an album

Precondition:

1. Application must be launched
2. A few images or audio files must be available in album or device memory

Trigger: User chooses to set image or audio file as favourite

Scenario:

1. (favourite) User selects a image, audio, or video file from the list of image, audio, or video files to be set as favourite

Extensions:

- 1a. (null data) There are no images or audio file available in the album

Usecase: View Favourites

Actor: Mobile Phone (system) and User

Description: The user can view the favourite images.

Precondition:

- Application must be launched
- The album must exist in the device memory
- The album must contain image files

Trigger: User chooses to view the favourite images

Scenario:

1. (view) The user selects the option to view favourite images that have been set as favourite
2. (view) The device lists images in order of most favourite image being at the top

Extensions:

- 1a. (null data) There are no images available on the mobile phone

Extend: *View content Usecase*

Usecase: Copy Media

Actor: Mobile Phone (system) and User

Description: The user can copy images, audio, and video file from one album to another album

Precondition:

- Application must be launched
- An image and audio file must be available in an album
- A second album (the target) must be available

Trigger: User chooses to copy the image from an album

Scenario:

1. (copy) User selects the image, audio, and video file to be copied from an album
2. (path) User provides the path of the target album where the media has to be copied
3. (label) User provides a new label to the copied media
4. (saved) The media has been copied to another album
5. (update) The list is updated

Extensions:

- 2a. (path) Invalid Information:

- 2a1. Incorrect path is provided
- 2a2. The album at the specified path is inaccessible

- 3a. (label) The label already exists:

- 3a1. options to either replace the existing image
- 3a2. save the image with other name

- 4a. (saved) Problem occurs with storing copied image in specified album and/or device

- 5a. (update) Problem with updating the modified information.

Include: Provide label Usecase

Usecase: Count Media

Actor: Mobile Phone (system) and User

Description: The device keeps count of number of time an image has been viewed, music and video have been played.

Precondition:

Application must be launched

A few images, audio, and/or video files must be available

Trigger: When a user views an image

Scenario:

1. (count image) When an image is viewed the device counts up the number of times an image has been viewed.
2. (update) The information for the image is update in the device memory

Extension:

1a. (count audio) When an audio file is played the device counts up the number of times a audio file has been played.

1b. (update) The device is unable to updated the modified information

Extends: View Content Usecase

Usecase: Sort Media

Actor: Mobile Phone (system) and User

Description: The device sorts the media based on the number of times an image has been viewed and an audio and video file has been played.

Precondition:

Application must be launched

A few images or audio files must be available

Trigger: User chooses to sort image based on the number of times it has been viewed or sort audio files according to the number of times they have been played.

Scenario:

1. (sort) The device populates the list of images sorted by the highest viewing frequency
2. (update) The information for the image is update in the device memory

Extension:

1a. (sort audio) Sort the audio file based on the number of times it has been played.

1b. (update) The device is unable to update the modified information

Includes: Count Media Usecase

Usecase: Edit Label

Actor: Mobile Phone (system) and User

Description: The user can edit the existing label of image and album

Precondition:

Application must be launched

Label for image or album must already exist

User must have selected the option to edit a media label

Trigger: User chooses to edit the media label

Scenario:

1. (edit) The users enters the new label for media
2. (save) Save the changed label
3. (update) The list is updated with the modified information

Extensions:

- 1a. (label) The label already exists:
 - 1a1. options to either replace the existing image
 - 1a2. save image with other name
- 2a. (update) The device is unable to update the modified information

Extends: *Provide Label Usecase*

Usecase: Add Media

Actor: Mobile Phone (system) and User

Description: The user can store (add) a media in an album available in the device

Precondition:

- Application must be launched;
- There must be an album available.

Trigger: User chooses to add media

Scenario:

- 1. (select) The user selects an album to store the media.
- 2. (add) The user selects the option to add media.
- 3. (path) User provides the path from where the media is uploaded.
- 4. (label) User assigns a label to the media.
- 5. (saved) The new media is stored in the selected album.
- 6. (update) The list is updated with the modified information

Extensions:

- 3a. (path) Invalid Information:
 - 3a1. Incorrect path is provided
 - 3a2. The media at the specified path is inaccessible
- 4a. (label) The label already exists:
 - 4a1. options to either replace the existing media
 - 4a2. save the media with other name
- 5a. (saved) Problem occurs with storing media in specified album and/or device memory
- 6a. (update) Unable to update the modified information

Includes: *Provide Label Usecase*

Usecase: Delete Media

Actor: Mobile Phone (system) and User

Description: The user can delete media from an album in the device

Precondition:

- Application must be launched,
- An image must exist in an album.

Trigger: User chooses to delete media

Scenario:

- 1. (select) The user selects an album from which images or audio file has to be removed
- 2. (listing) The device populates the list of available media in an album
- 3. (delete) The user selects the option to remove the media. The media is removed from the device memory
- 4. (update) The list is updated

Extensions:

- 1a. (null data) There are no images or audio files available on the device memory
- 3a. (delete) Problem occurs with deleting media from album and/or device memory
- 4a. (update) Problem with updating the modified information

Usecase: View Content

Actor: Mobile Phone (system) and User

Description: The user can view a image or album content on the device memory

Precondition:

- Application must be launched
- A image must exist on an album

Trigger: User chooses to view an album or image in an album

Scenario:

1. (select)The user selects an album
2. (listing) The device populates the list of available images in an album
3. (view) User views the content of the album

Extensions:

- 1a. (null data) There are no images available on the device memory
- 3b. (view) View an image:
 - 3a1. User selects an image from the list of images in an album.
 - 3a2. Image is displayed on the screen
- 3c. (view) Problem occurs with retrieving
 - 3c1. Problem in retrieving albums on the device
 - 3c2. Problem in retrieving the images in an album

Usecase: Add Album

Actor: Mobile Phone (system) and User

Description: The user can store (add) an album on the device

Precondition: Application must be launched;

Trigger: User chooses to add an album

Scenario:

1. (add)The user selects the option to add an album.
2. (label) User provides label to the new created album
3. (saved) A new album is available on device memory
4. (update) The list is updated

Extensions:

- 2a. (label) The label already exists:
 - 2a1. options to either replace the existing album
 - 2a2. save album with other name
- 3a.(saved) Problem occurs with generating an album in device memory
- 4a.(update) Problem with updating the modified information

Includes: *Provide Label Usecase*

Extends: *Add **Media** Usecase*

Usecase: Delete Album

Actor: Mobile Phone (system) and User

Description: The user can delete an album from the mobile phone

Precondition:

- Application must be launched;
- The album must exist on the mobile phone,

Trigger: User chooses to delete Album

Scenario:

1. (listing) The albums stored in the mobile phone memory are listed down.
2. (delete) The user selects the option to delete the selected album
3. (delete) Album removed from the mobile phone
4. (update) The list is updated

Extensions:

- 1a. (null data) There is no album available on the device
- 1b. (listing) Problem with listing down the albums
- 3a. (delete) Problem occurs while deleting the album

4a. (update) Problem with updating the modified information

Extends: Delete *Media* Usecase

Usecase: Provide Label

Actor: Mobile Phone (system) and User

Description: The user provides label for the media or an album

Precondition:

Application must be launched

Trigger: When user has added or copied a media to the album. Or received an image sent by another device via SMS transfer.

Scenario:

1. (label) The users provides a name for a media or an album

Extensions:

1a. (label) The label already exists:

1a1. options to either replace the existing media with the new label

1a2. save media with another name or save the album with another name

1b. (update) Problem with updating the modified information