Use Cases

for

<Del Programming Club>

Version 1.0 approved

Prepared by D3TI-12

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Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Date** | **Reason For Changes** | **Version** |
|  |  |  |  |
|  |  |  |  |

## Use Case ID and Name

Give each use case a unique integer sequence number identifier. State a concise name for the use case that indicates the value the use case would provide to some user. Begin with an action verb, followed by an object.

## Author and Date Created

Enter the name of the person who initially wrote this use case and the date it was written.

## Primary and Secondary Actors

An actor is a person or other entity external to the software system being specified who interacts with the system and performs use cases to accomplish tasks. Different actors often correspond to different user classes, or roles, identified from the customer community that will use the product. Name the primary actor that will be initiating this use case and any other secondary actors who will participate in completing execution of the use case.

## Trigger

Identify the business event, system event, or user action that initiates the use case. This trigger alerts the system that it should begin testing the preconditions for the use case so it can judge whether to proceed with execution.

## Description

Provide a brief description of the reason for and outcome of this use case, or a high-level description of the sequence of actions and the outcome of executing the use case.

## Preconditions

List any activities that must take place, or any conditions that must be true, before the use case can be started. The system must be able to test each precondition. Number each precondition. Example: PRE-1: User’s identity has been authenticated.

## Postconditions

Describe the state of the system at the successful conclusion of the use case execution. Label each postcondition in the form POST-X, where X is a sequence number. Example: POST-1: Price of item in the database has been updated with the new value.

## Normal Flow

Provide a description of the user actions and corresponding system responses that will take place during execution of the use case under normal, expected conditions. This dialog sequence will ultimately lead to accomplishing the goal stated in the use case name and description. Show a numbered list of actions performed by the actor, alternating with responses provided by the system. The normal flow is numbered “X.0”, where “X” is the Use Case ID.

## Alternative Flows

Document other successful usage scenarios that can take place within this use case. State the alternative flow, and describe any differences in the sequence of steps that take place. Number each alternative flow in the form “X.Y”, where “X” is the Use Case ID and Y is a sequence number for the alternative flow. For example, “5.3” would indicate the third alternative flow for use case number 5. Indicate where each alternative flow would branch off from the normal flow, and if pertinent, where it would rejoin the normal flow.

## Exceptions

Describe any anticipated error conditions that could occur during execution of the use case and how the system is to respond to those conditions. Number each alternative flow in the form “X.Y.EZ”, where “X” is the Use Case ID, Y indicates the normal (0) or alternative (>0) flow during which this exception could take place, “E” indicates an exception, and “Z” is a sequence number for the exceptions. For example “5.0.E2” would indicate the second exception for the normal flow for use case number 5. Indicate where in the normal (or an alternative) flow each exception could occur.

## Priority

Indicate the relative priority of implementing the functionality required to allow this use case to be executed. Use the same priority scheme as that used for the functional requirements.

## Frequency of Use

Estimate the number of times this use case will be performed per some appropriate unit of time. This gives an early indicator of throughput, concurrent usage loads, and transaction capacity.

## Business Rules

List any business rules that influence this use case. Don’t include the business rule text here, just its identifier so the reader can find it in another repository when needed.

## Other Information

Identify any additional requirements, such as quality attributes, for the use case that may need to be addressed during design or implementation. Also list any associated functional requirements that aren’t a direct part of the use case flows but which a developer needs to know about. Describe what should happen if the use case execution fails for some unanticipated or systemic reason (e.g., loss of network connectivity, timeout). If the use case results in a durable state change in a database or the outside world, state whether the change is rolled back, completed correctly, partially completed with a known state, or left in an undetermined state as a result of the exception.

## Assumptions

List any assumptions that were made regarding this use case or how it might execute.

Use Case List

|  |  |
| --- | --- |
| Primary Actor | Use Cases |
| Anggota | Login |
| Pengunjung | Register |
| Admin | Pengumuman |
| Admin | About us |
| Admin | Modul dan video |
| Admin | Perlombaan |
| Anggota | Komentar |
| Anggota | Tools |
| Pengunjung,Admin | Pencarian |
| Pengunjung,Admin | Informasi |

Use Case Template

1. Login

|  |  |  |  |
| --- | --- | --- | --- |
| UC ID and Name: | UC-001/Login | | |
| Created By: | D3TI-12 | Date Created: | 13/03/2020 |
| Primary Actor: | Anggota | Secondary Actors: |  |
| Trigger: | User yang ingin meng akses lebih banyak fitur di dalam website | | |
| Description: | Use case ini menjalaskan tentang proses anggota login kedalam website | | |
| Preconditions: | 1. User mengakkses Website Del Programming Club 2. User(Admin dann anggota) memiliki *username* dan *password* | | |
| Postconditions: | 1. User berhasil login ke website Del Programming club | | |
| Normal Flow: | |  |  | | --- | --- | | *User action* | *System Response* | | 1. User membuka website Del Programming Club |  | |  | 2. Sistem menampilkan halaman utama yang berisikan *login*,*register* beserta menu informasi,pencarian,dan about us | | 3. User mengisi *username* dan  *password* |  | |  | 4.Sistem menampilkan halaman utama website Del Programming club | | | |
| Alternative Flows: | |  |  | | --- | --- | | *User Action* | *System Response* | | 3a. User salah mengisi *username* dan *passswotd* |  | |  | 3b. Sistem akan menampilkan alret “*Username* dan *Password* salah” dan sistem akan menampilkan ulang form login | | | |
| Exceptions: | 1.0.E3 | | |
| Priority: | *Expected* | | |
| Frequency of Use: | 1 kali | | |
| Business Rules: | Jika *username* dan *password* yang dimasukkan tidak sesuai maka akan diminta ulang | | |
| Other Information: |  | | |
| Assumptions: |  | | |

2. Register

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| UC ID and Name: | UC-002/Register | | | |
| Created By: | D3TI-12 | Date Created: | | 13/03/2020 |
| Primary Actor: | Pengunjung | : | |  |
| Trigger: | Pengunjung yang belum terdaftar | | | |
| Description: | *Use case*  ini menjelaskan pendaftaran sebagai anggota Del Programming Club | | | |
| Preconditions: | 1. *User* mengakses *Website* Del Programming Club  2. *User (Admin* dan pengunjung,anggota) memiliki nim,*username* dan *password* | | | |
| Postconditions: | 1. *User* berhasil memiliki akun Del Programmingg Club | | | |
| Normal Flow: | *User Action* | | *System Response* | |
| 1. *User* membuka *Website* Del Programming Club | |  | |
|  | | 1. Sistem menampilkan halaman utama yang berisikan *login*,*register* beserta menu informasi,pencarian,dan about us | |
| 1. *User*  mengisi form pendaftaran kemudian mengirim data | |  | |
|  | | 1. Sistem menampilkan menú home | |
| Alternative Flows: | *User Action* | | *System Response* | |
| 3 a. *User* memasukkan data diri yang tidak sesuai dengan data diri ang sebelumnya | |  | |
|  | | 3b. Sistem menampilkan alert “data yang anda masukkan salah,isi ulang” kemudian menampilkan halaman register kembali | |
| Exceptions: | 2.0.E3ssssss | | | |
| Priority: | *Expected* | | | |
| Frequency of Use: | 1 kali | | | |
| Business Rules: | 1. Jika *username* dan *password* yang didaftarkan tidak sesuai maka akan diminta ulang | | | |
| Other Information: |  | | | |
| Assumptions: |  | | | |

3. Pengumuman

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| UC ID and Name: | UC-003/Pengumuman | | | |
| Created By: | D3TI-12 | Date Created: | | 13/03/2020 |
| Primary Actor: | *Admin* | : | |  |
| Trigger: | Pengumuman belum di input oleh *Admin* | | | |
| Description: | *Use Case*  ini menjelaskan tentang cara *Admin* memasukkan informasi di *Website* Del Programming Club | | | |
| Preconditions: | 1. *User* mengakses *Website*  Del Programming Club 2. *User(Admin)* memiliki *username* dan *password* 3. *User* berhasil memasukkan pengumuman pada halaman *website* Del Programming Club | | | |
| Postconditions: | 1. *User* berhasil memasukkan informasi pada *Website*  Del Programming Club | | | |
| Normal Flow: | *User Action* | | *System Response* | |
| 1. *User* membuka *website*  Del Programming Club | |  | |
|  | | 1. Sistem menampilkan halaman utama yang berisikan *login*,*register* beserta menu informasi,pencarian,dan about us | |
| 1. *User*  memilih menu login dan mengisi *Username* dan *Password* | |  | |
|  | | 1. Sistem menampilkan halaman beranda | |
|  | 1. *Admin* memilih menu Pengumuman | |  | |
|  |  | | 1. Sistem menampilkan halaman Informasi | |
|  | 1. *Admin* memilih menu tambah pengumumuman | |  | |
|  |  | | 1. Sistem menampilkan form pengisian penguumuman | |
|  | 1. *Admin* mengisi form pengumuman | |  | |
|  |  | | 1. Sistema menampilkan halaman pengumuman dengan pengumuman yang sudah ditambahkan | |
| Alternative Flows: | *User Action* | | *System Response* | |
| 3a. *user* salah memasukan *username* dan *password* | |  | |
|  |  | | 3b. Sistem menampilkan alert”username dan password yang anda masukkan salah”dan akan menampilkan ulang form login | |
| Exceptions: | 3.0.E3 | | | |
| Priority: | *Excepted* | | | |
| Frequency of Use: | 1 kali | | | |
| Business Rules: | 1. jika *username*  dan *password* yang didaftarkan tidak sesuai maka akan diminta ulang | | | |
| Other Information: |  | | | |
| Assumptions: |  | | | |

4. About Us

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| UC ID and Name: | UC-004/About Us | | | |
| Created By: | D3TI-12 | Date Created: | | 13/03/2020 |
| Primary Actor: | Admin | : | |  |
| Trigger: | - | | | |
| Description: | *Use Case* ini menjelaskan siapa saja pembuat website Del Programming Club | | | |
| Preconditions: | 1. *User* mengakses *Website* Del Programming Club | | | |
| Postconditions: | 1. *User* berhasil melihat siapa saja pembuat website | | | |
| Normal Flow: | *User Action* | | *System Response* | |
| 1. *User* mengakses *Website* Del Programming Club | |  | |
|  | | 2. Sistem menampilkan halaman utama yang berisikan *login*,*register* beserta menu informasi,pencarian,dan about us | |
|  | 3. *User* memilih menu about us | |  | |
|  |  | | 4. Sistem menampilkan halaman about us | |
| Alternative Flows: | *User Action* | | *System Response* | |
| 3a. *user* salah memasukan *username* dan *password* | |  | |
|  | | 3b. Sistem menampilkan alert”username dan password yang anda masukkan salah”dan akan menampilkan ulang form login | |
|  | |  | |
|  | |  | |
| Exceptions: | - | | | |
| Priority: | *Expected* | | | |
| Frequency of Use: | 1 kali | | | |
| Business Rules: | 1. jika *username*  dan *password* yang didaftarkan tidak sesuai maka akan diminta ulang | | | |
| Other Information: |  | | | |
| Assumptions: |  | | | |

5. Modul dan Video

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| UC ID and Name: | UC-005/Modul dan Video | | | |
| Created By: | D3TI-12 | Date Created | | 13/03/2020 |
| Primary Actor: | Admin | : | |  |
| Trigger: | Memberikan pembelajaran kepada anggota yang bersangkutan | | | |
| Description: | *Use Case*  ini menjelaskan tentang bagaimana cara anggota dapat mengakses Modul dan Video pembelajaran mengenai Del Programming Club | | | |
| Preconditions: | 1. *User* mengakses *Website*  Del Programming Club  2. *User* memiliki *username* dan *password* | | | |
| Postconditions: | 1. *User* berhasil mengakses halaman Modul dan Video | | | |
| Normal Flow: | *User Action* | | *System Response* | |
| 1. *User* mengakses halaman *Wesbite* Del Proogramming Club | | 1. Sistem menampilkan halaman utama yang berisikan *login*,*register* beserta menu informasi,pencarian,dan about us | |
| 1. *User* memasukkan *Username* dan *Password* | | 1. Sistem menampilkan halamaan utama *Website* | |
| 1. *User* memilih halaman Video dan Modul | | 1. Sistem menampilkan halaman Video dan Modul | |
| Alternative Flows: | *User Action* | | *System Response* | |
| 3a. *User* salah memasukkan *username* dan *password* | | 3b. sistem menamoilkan alert “username dan password yang anda masukkan salah” kemudian sistem menampilkan ulang halaman login | |
| Exceptions: | 5.0.E3 | | | |
| Priority: | *Expected* | | | |
| Frequency of Use: | 1 kali | | | |
| Business Rules: | 1. Jika *username* dan *password*  yang didaftarkan tidak sesuai maka akan diminta ulang | | | |
| Other Information: |  | | | |
| Assumptions: |  | | | |

6. Perlombaan

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| UC ID and Name: | UC-006/Perlombaan | | | |
| Created By: | D3TI-12 | Date Created: | | 13/03/2020 |
| Primary Actor: | *Admin* | : | |  |
| Trigger: | Merupakan tempat mahasiswa untuk menerapkan ilmu ilmu yang di dapat | | | |
| Description: | *Use Case* ini menjelaskan tentang bagaimana cara mengikuti perlombaan | | | |
| Preconditions: | 1. *User* mengakses *Website* Del Programming Club  2. *User* memiliki *username* dan *password* | | | |
| Postconditions: | 1. *User* berhasil mengakses halaman *Wesbsite* Del Programming Club | | | |
| Normal Flow: | *User Action* | | *System Response* | |
| 1. *User* membuka *Website* Del Programming Club | | 1. Sistem menampilkan halaman utama yang berisikan *login*,*register* beserta menu informasi,pencarian,dan about us | |
| 1. *User* memasukkan *username* dan *password* | | 1. Sistem menampilkan halaman utama *Website* | |
| 1. *User* memilih halaman Perlombaan | | 1. Sistema menampilkan halaman Perlombaan | |
| Alternative Flows: | *User Action* | | *System Response* | |
| 3a. *User* memasukkan *username* dan *password* yang salah | | 3b. sistem menamoilkan alert “username dan password yang anda masukkan salah” kemudian sistem menampilkan ulang halaman login | |
| Exceptions: | 6.0.E3 | | | |
| Priority: | *Expected* | | | |
| Frequency of Use: | 1 kali | | | |
| Business Rules: | 1. Jika *username* dan *password*  yang didaftarkan tidak sesuai maka akan diminta ulang | | | |
| Other Information: |  | | | |
| Assumptions: |  | | | |

7. Komentar

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| UC ID and Name: | UC-007/Komentar | | | |
| Created By: | D3TI-12 | Date Created: | | 13/03/2020 |
| Primary Actor: | Anggota | : | |  |
| Trigger: | Anggota ingin memberikan komentar | | | |
| Description: | *Use case* in menjelaskan bagaimana anggota dapat memberikan komentar | | | |
| Preconditions: | 1. *User* mengakses *Website* Del Programming Club  2. *User(Admin* dan Anggota) memiliki *username* dan *password* | | | |
| Postconditions: | 1. Anggota berhasil memberikan komentar | | | |
| Normal Flow: | *User Action* | | *System Response* | |
| 1. *User* membuka *Website* Del Programming Club | |  | |
|  | | 1. Sistem menampilkan halaman utama yang berisikan *login*,*register* beserta menu informasi,pencarian,dan about us | |
| 1. *User* mengisi *username* dan *password* | |  | |
|  | | 1. Sistem menampilkan halaman komentar | |
| 1. *User* mengisi form komentar yang telah disediakan | |  | |
|  | 1. *User* mengirim komentar yang telah dibuat | |  | |
|  |  | | 1. Sistem menampilkan halaman beranda kemuadian menampilkan alert”komentar anda telah dikirim” | |
| Alternative Flows: | *User Action* | | *System Response* | |
| 3a. *User* memasukkan *username* dan *password* yang salah | |  | |
|  | | 3b. sistem menamoilkan alert “username dan password yang anda masukkan salah” kemudian sistem menampilkan ulang halaman login | |
| Exceptions: | 7.0.E3 | | | |
| Priority: | *Expected* | | | |
| Frequency of Use: | Multiple | | | |
| Business Rules: | 1. Jika *username* dan *password*  yang didaftarkan tidak sesuai maka akan diminta ulang | | | |
| Other Information: |  | | | |
| Assumptions: |  | | | |

8. Tools

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| UC ID and Name: | UC-008/Tools | | | |
| Created By: | D3TI-12 | Date Created: | | 13/03/2020 |
| Primary Actor: | Anggota | : | |  |
| Trigger: | Membantu anggota dalam pengembangan kegiatan yang berhubungan dengan club | | | |
| Description: | *Use case*  ini menjelaskan tentang cara mahasiswa dapat mengakses halaman tools yang nantinya akan berfungsi sebagai alat untuk mengambangkan minat anggota | | | |
| Preconditions: | 1. *User* mengakses halaman *Wesbite* Del Programming Club  2. *User*(*admin* dan anggota) memiliki *username* dan *password* | | | |
| Postconditions: | 1. *User*  berhasil mengunduh tools Del Programming Club | | | |
| Normal Flow: | *User Action* | | *System Response* | |
| 1. *User* membuka *Website* Del Programmiing Club | |  | |
|  | | 1. Sistem menampilkan halaman utama yang berisikan *login*,*register* beserta menu informasi,pencarian,dan about us | |
| 1. *User* mengisi *username* dan *password* | |  | |
|  | | 1. Sistem menampilkan halaman utama | |
|  | 1. *User* memilih menu tools | |  | |
|  |  | | 1. Sistem menampilkan beberapa tools yang ingin di unduh | |
|  | 1. *User* mengunduh tools yang diinginkan | |  | |
| \Alternative Flows: | *User Action* | | *System Response* | |
| 3a. *User* memasukkan *username* dan *password* yang salah | |  | |
|  | | 3b. sistem menamoilkan alert “username dan password yang anda masukkan salah” kemudian sistem menampilkan ulang halaman login | |
| Exceptions: | 8.0.E3 | | | |
| Priority: | *Expected* | | | |
| Frequency of Use: | 1 kali | | | |
| Business Rules: | 1. Jika *username* dan *password*  yang didaftarkan tidak sesuai maka akan diminta ulang | | | |
| Other Information: |  | | | |
| Assumptions: |  | | | |

9. Pencarian

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| UC ID and Name: | UC-009/Pencarian | | | |
| Created By: | D3TI-12 | Date Created: | | 13/03/2020 |
| Primary Actor: | Admin | Secondary Actors: | | Pengunjung |
| Trigger: | Anggota anggota Del Programming Club | | | |
| Description: | *Use case* ini menjelaskan tentang bagaimana cara melihat keanggotaann Del Programming Club | | | |
| Preconditions: | 1. *User*  membuka *Website* Del Programming Club | | | |
| Postconditions: | 1. *User* berhasil memmbuka informasi tentang Del Programming Club | | | |
| Normal Flow: | *User Action* | | *System Response* | |
| 1. *User* membuka halaman *Website* Del Programming Club | |  | |
|  | | 1. Sistem menampilkan halaman utama yang berisikan *login*,*register* beserta menu informasi,pencarian,dan about us | |
| 1. *User* memilih menu pencarian | |  | |
|  | | 1. Sistem menampilkan halaman pencarian Del Programming Club | |
| Alternative Flows: | *User Action* | | *System Response* | |
|  | |  | |
|  | |  | |
|  | |  | |
|  | |  | |
| Exceptions: | - | | | |
| Priority: | *Expected* | | | |
| Frequency of Use: | 1 kali | | | |
| Business Rules: |  | | | |
| Other Information: |  | | | |
| Assumptions: |  | | | |

10. Informasi

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| UC ID and Name: | UC-0010/Informasi | | | |
| Created By: | D3TI-12 | Date Created: | | 13/03/2020 |
| Primary Actor: | Admin | Secondary Actors: | | Pengunjung |
| Trigger: | Memberitahukan seputar Del Programming Club | | | |
| Description: | *Use case* ini menjelaskan tentang informasi seputar Del Programming Club | | | |
| Preconditions: | 1. *User*  membuka *Website* Del Programming Club | | | |
| Postconditions: | 1. *User* berhasil memmbuka informasi tentang Del Programming Club | | | |
| Normal Flow: | *User Action* | | *System Response* | |
| 1. *User* membuka halaman *Website* Del Programming Club | |  | |
|  | | 1. Sistem menampilkan halaman utama yang berisikan *login*,*register* beserta menu informasi,pencarian,dan about us | |
| 1. *User* memilih menu informasi | |  | |
|  | | 1. Sistem menampilkan halaman informasi Del Programming Club | |
| Alternative Flows: | *User Action* | | *System Response* | |
|  | |  | |
|  | |  | |
|  | |  | |
|  | |  | |
| Exceptions: | - | | | |
| Priority: | *Expected* | | | |
| Frequency of Use: | 1 kali | | | |
| Business Rules: |  | | | |
| Other Information: |  | | | |
| Assumptions: |  | | | |