

zplayer (v3)



Modified Use Case Descriptions

The following use case descriptions have changed since the previous version.

<i>Use Case:</i>	Stop zplayer
<i>Preconditions:</i>	The zplayer is on or the zplayer is loading or the zplayer is ready or the zplayer is playing or the zplayer is paused
<i>Basic Flow:</i>	1. The user presses the b key (for “bye”)
<i>Postconditions:</i>	The zplayer is off

<i>Use Case:</i>	Load a bookz
<i>Preconditions:</i>	The zplayer is on or the zplayer is ready or the zplayer is playing
<i>Basic Flow:</i>	1. The user presses the l key (i.e., the lowercase L key; for “load”) 2. The system prompts the user with “Selection: “ 3. The user presses the 0 or 1 or ... or 9 key 4. The system checks if the selected bookz exists
<i>Exceptional Flow a:</i>	3a. The user presses the b key (for “bye”) 4a. Go to the use case description for Stop zplayer
<i>Postconditions:</i> if the bookz exists:	The zplayer is ready The user is prompted with “Button: “
else:	The system informs the user that the bookz doesn’t exist The user is prompted with “Selection: “

Additional Use Case Descriptions

The following use case descriptions have been added since the previous version.

Use Case: **Pause zplayer**

Preconditions: The zplayer is playing

Basic Flow: 1. The user presses the p key (for “pause”)

Postconditions: The zplayer is paused

Use Case: **Unpause zplayer**

Preconditions: The zplayer is paused

Basic Flow: 1. The user presses the g key (for “go”)

Postconditions: The zplayer is playing (continuing from the point at which it was paused)

Use Case: **Slow down zplayer**

Preconditions: The zplayer is playing and the delay between lines is d milliseconds

Basic Flow: 1. The user presses the - key

Postconditions: The zplayer is playing and the delay between lines is $d+250$ milliseconds

Use Case: **Speed up zplayer**

Preconditions: The zplayer is playing and the delay between lines is d milliseconds

Basic Flow: 1. The user presses the + key

Postconditions: The zplayer is playing and the delay between lines is $d-250$ milliseconds or 0 milliseconds (whichever is larger)
