zplayer (v1)

Use Case Descriptions

The interactions between the zplayer and a user are summarized in the following use case descriptions.

Use Case:	**Start zplayer**
Preconditions:	The bookz is in the directory containing the executable
Basic Flow:	1. The user opens a command shell 2. The user changes the directory 3. The user types ./zplayer⏎
Postconditions:	The zplayer is on The user is prompted with "Button: "

Use Case:	**Stop zplayer**
Preconditions:	The zplayer is on *or* the zplayer is loading *or* the zplayer is ready
Basic Flow:	1. The user presses the b key (for "bye")
Postconditions:	The zplayer is off

Use Case:	**Load a bookz**
Preconditions:	The zplayer is on **or** the zplayer is ready
Basic Flow:	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
Exceptional Flow a:	3a. The user presses the b key (for "bye") 4a. Go to the use case description for **Stop zplayer**
Postconditions: 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: "

Use Case:	**Read a bookz**
Preconditions:	The zplayer is ready
Basic Flow:	1. The user presses the g key (for "go") 2. The system displays the entire bookz (one "line" per second)
Postconditions:	The zplayer is off