

Todd and Gina's Dog Door, version 2.3

What the Door Does

Main Path

1. Fido barks to be let out.
2. The bark recognizer "hears" a bark.
3. The bark recognizer sends a request to the door to open.
4. The dog door opens.
5. Fido goes outside.
6. Fido does his business.
 - 6.1. The door shuts automatically.
 - 6.2. Fido barks to be let back inside.
 - 6.3. The bark recognizer "hears" a bark (again).
 - 6.4. The bark recognizer sends a request to the door to open.
 - 6.5. The dog door opens (again).
7. Fido goes back inside.
8. The door shuts automatically.

Alternate Paths

- 2.1. Todd or Gina hears Fido barking.
- 3.1. Todd or Gina presses the button on the remote control.

We'll take the optional sub-path here, where Fido gets stuck outside.

- 6.3.1. Todd or Gina hears Fido barking (again).
- 6.4.1. Todd or Gina presses the button on the remote control.

We're letting Todd and Gina handle opening the door again, on the alternate path.

Let's take this alternate path, and let Todd and Gina handle opening the door with the remote.

Each path through this use case starts with Step 1.

Following the arrows gives you a particular path through the use case. A path like this is called a scenario. There are usually several possible scenarios in a single use case.

You'll always end up at Step 8, with Fido back inside.