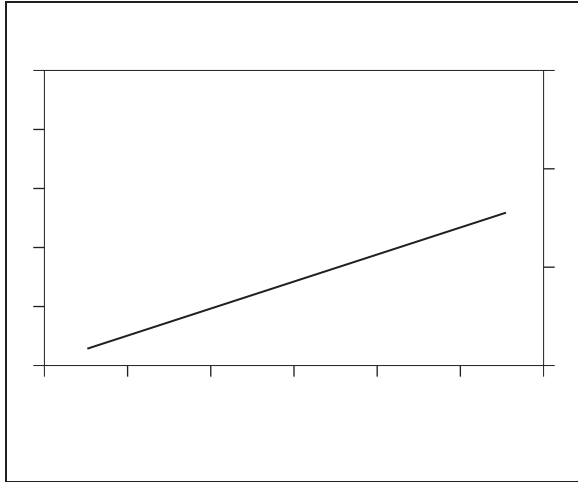
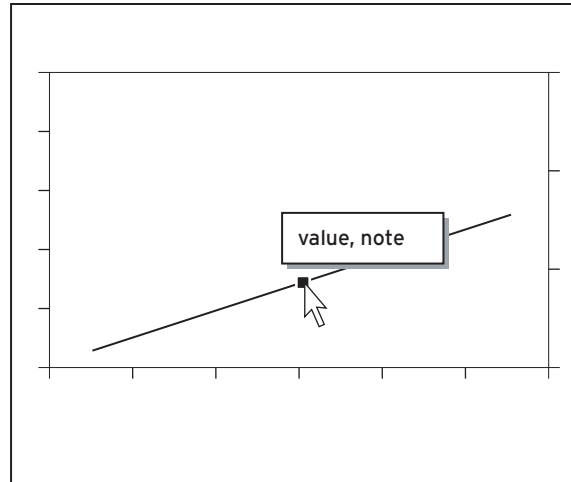


Use Case Interaction Design

March 26, 2003

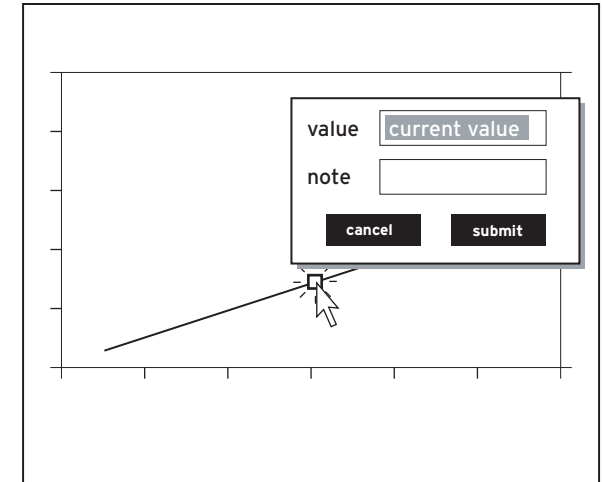
1. Pre-condition**Description**

User has a scenario open and is looking at a graph.

2. User rolls over a point**Description**

User rolls cursor over a data point on the graph.

The data point is highlighted, and the interface displays the value of the data point and its associated note to User.

3. User select a point**Description**

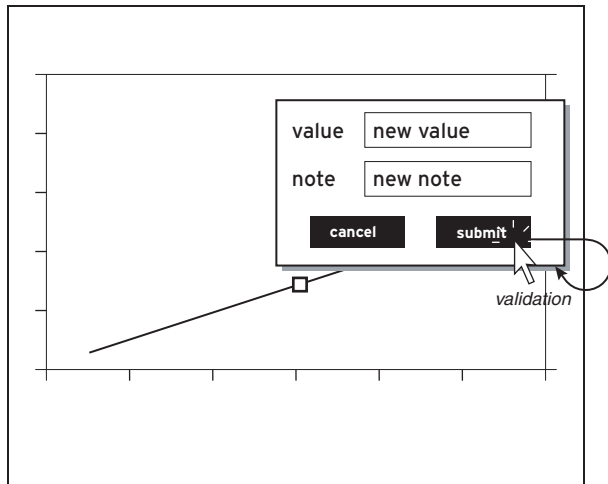
User clicks on data point on the graph.

The interface displays editable fields for Value and Note for that data point, pre-populated with current values from data series.

The editable Value field has focus, with the current value selected.

TAB toggles focus through inputs, SUBMIT and CANCEL.

ENTER submits regardless of cursor position.

4. User enters and submits new value for point**Description**

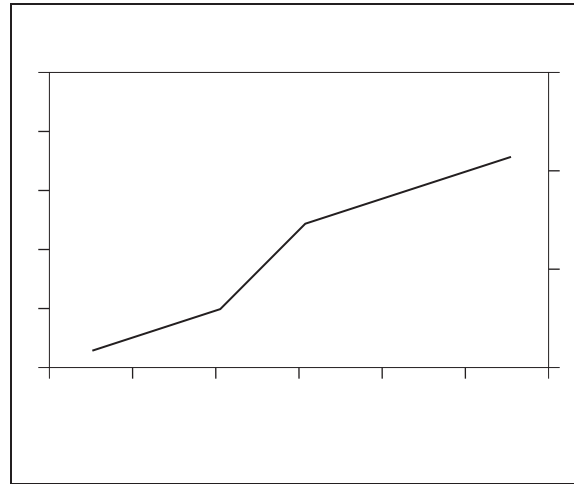
User enters new value and note for data point.

User clicks on SUBMIT or presses ENTER.

Validation routine is triggered. If values are invalid the interface updates with appropriate messaging.

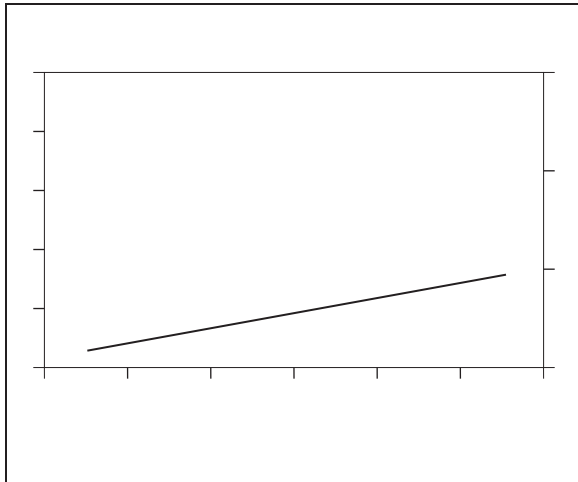
The interface element that displays the values of a data point loses focus and/or is removed.

CANCEL loses any changes made to fields.

5. Graph redraws with new value for point**Description**

The graph redraws to reflect new value for data point.

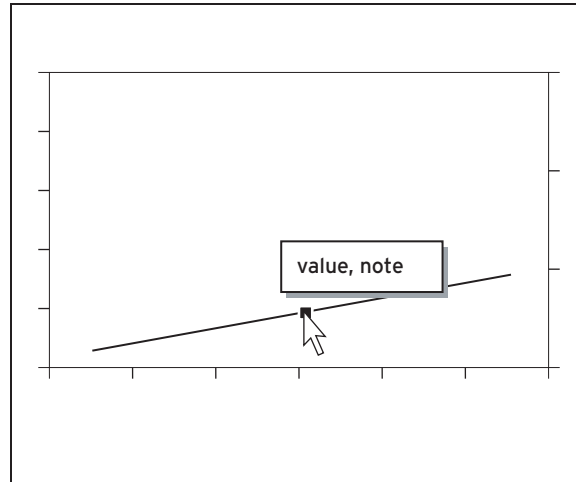
1. Pre-condition



Description

User has a scenario open and is looking at a graph.

2. User rolls over a point

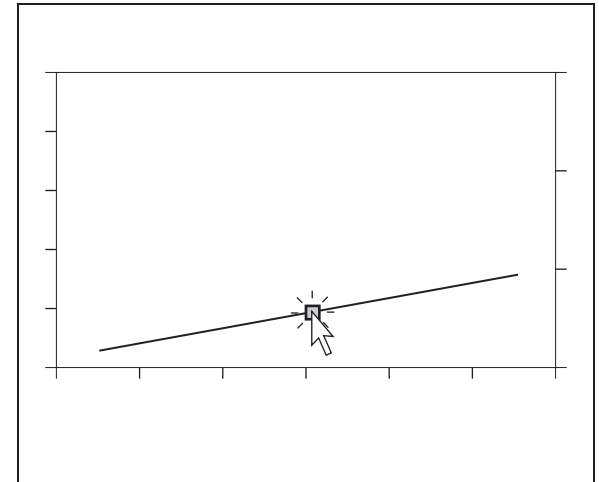


Description

User rolls cursor over a data point on the graph.

The data point is highlighted, and the interface displays the value of the data point and its associated note to User.

3. User selects START point in range

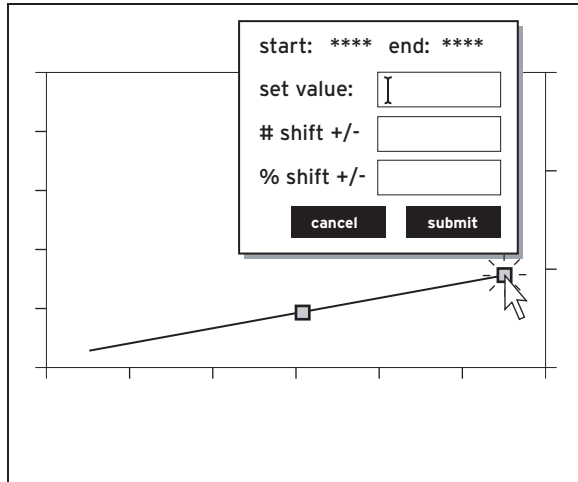


Description

User clicks on START point of desired range on the graph using a KEY+CLICK combination.

User keeps KEY depressed.

4. User selects END point in range



Description

While KEY is still depressed, User clicks on END point of desired range.

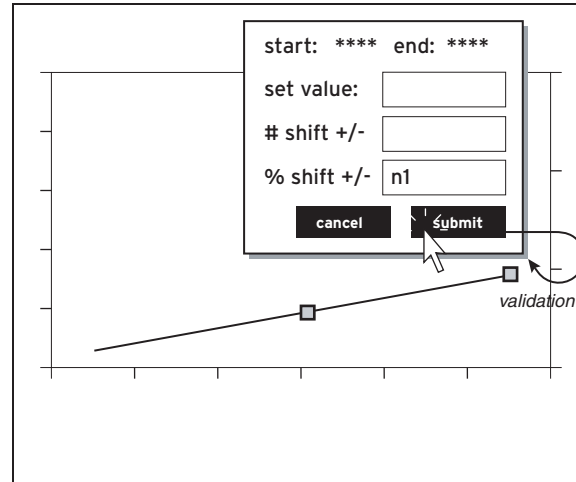
The interface updates to display values for the selected START and END points and all editable inputs available for range manipulation.

The first input has focus.

TAB toggles focus through inputs, SUBMIT and CANCEL.

ENTER submits regardless of cursor position.

5. User enters change operand to apply to range



Description

User enters a value in any input for range manipulation.

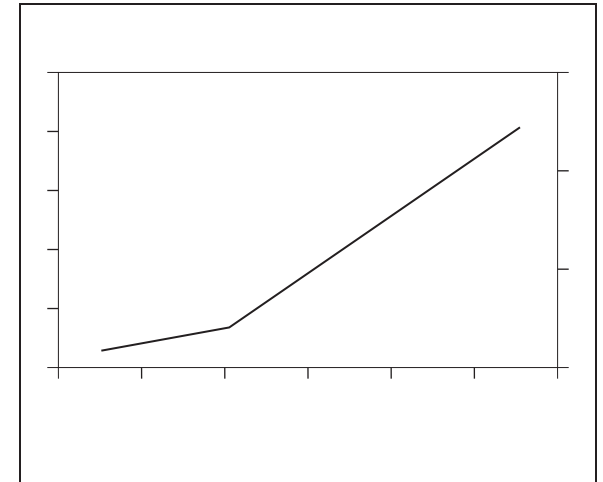
User clicks on SUBMIT or presses ENTER.

Validation routine is triggered. If value is invalid the Interface updates with appropriate messaging.

The interface element that displays the values of a data point loses focus and/or is removed.

CANCEL loses data entered.

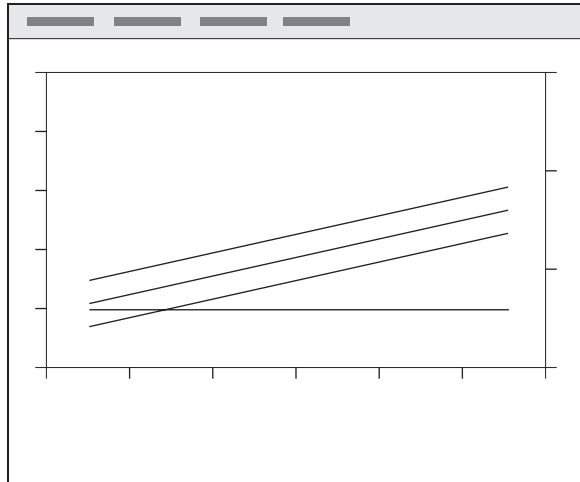
6. Graph redraws with new values for range



Description

The graph redraws to reflect new value for data point.

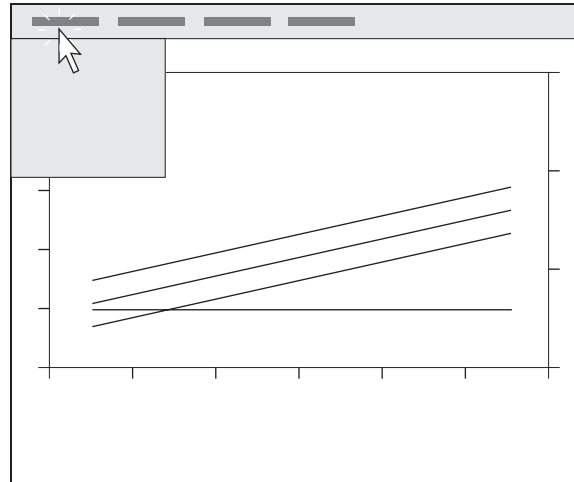
1. Pre-condition



Description

User has a scenario open and is looking at a graph.

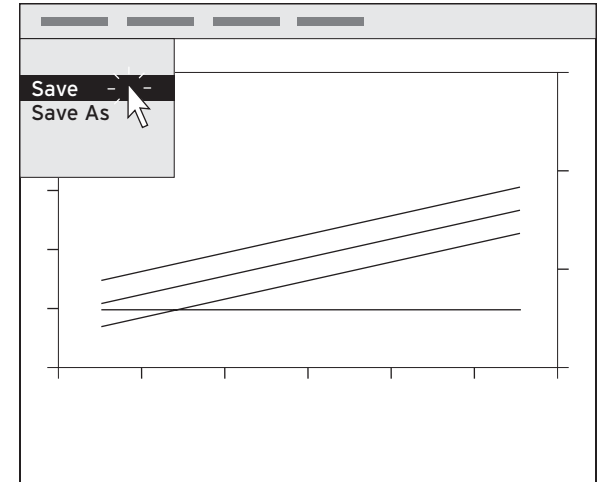
2. User opens Menu



Description

User activates menu by clicking on Menu Item.

3a. User selects Save command



Description

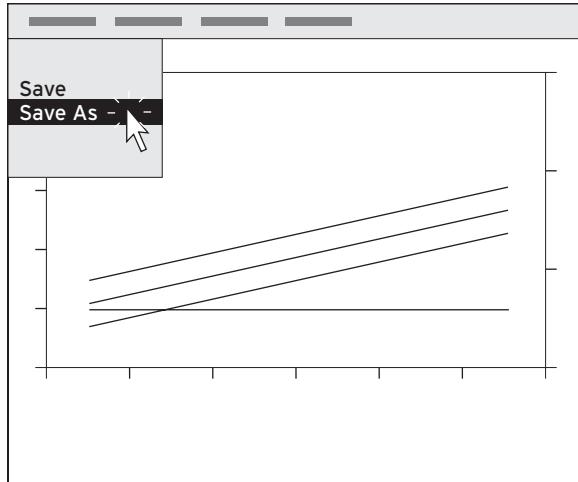
User selects Save from command list under menu item via click.

Validation routine is triggered. If permissions aren't correct, the interface updates with appropriate messaging.

Scenario is saved to storage.

Scenario is reloaded with correct owner and permissions.

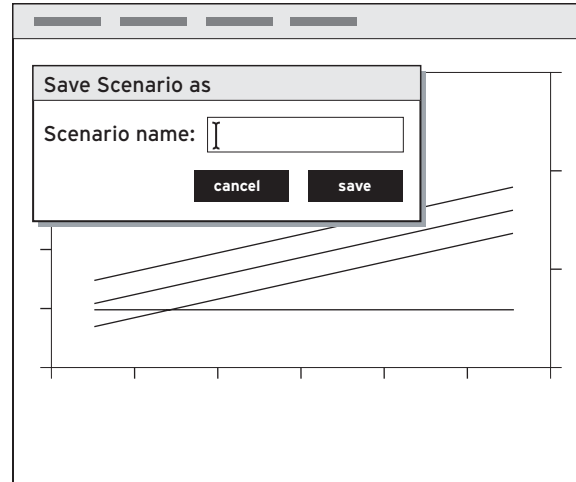
3b. User selects Save As command



Description

User selects Save As from command list under menu item via click.

4. User specifies Save As attribute(s)



Description

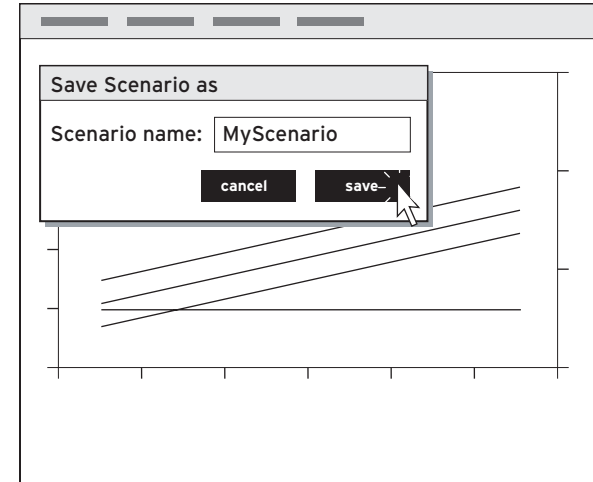
Save Scenario interface element appears.

Focus is on Scenario Name input.

TAB toggles focus through Scenario Name input, SAVE and CANCEL.

ENTER saves regardless of cursor position.

5. User saves scenario



Description

User enters Scenario name.

User clicks SAVE or presses ENTER.

Validation routine is triggered. If value is invalid or permissions aren't correct the interface updates with appropriate messaging.

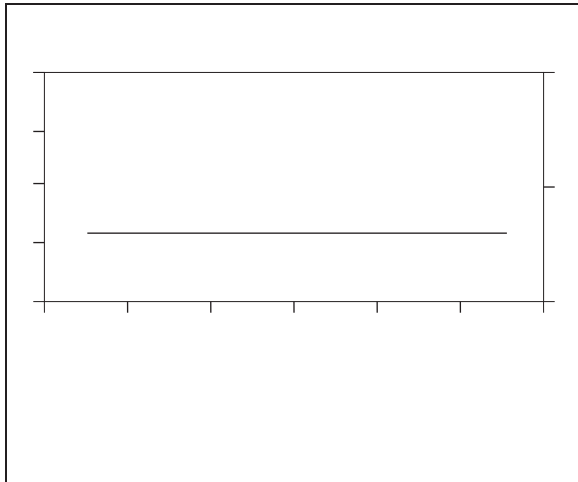
Save Scenario interface element is removed.

Scenario is saved to storage.

Scenario is reloaded with correct owner and permissions.

CANCEL loses data entered.

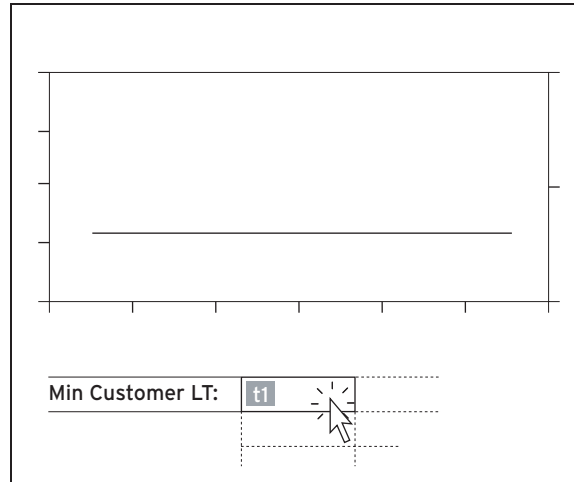
1. Pre-condition



Description

User has a scenario open and is looking at a graph.

2. User selects Lead Time input

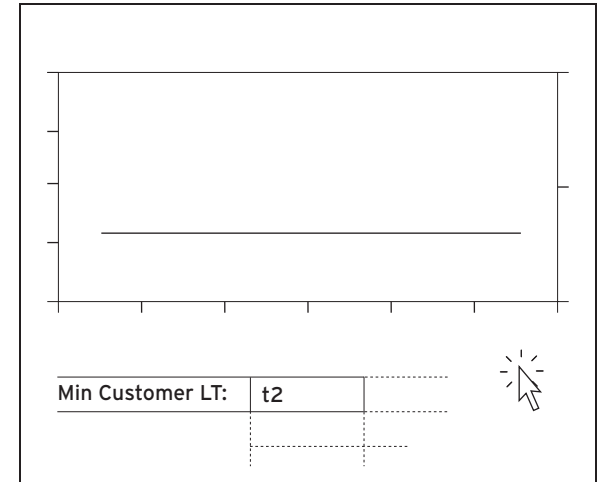


Description

User selects Minimum Customer Lead Time input in the interface.

Minimum Customer Lead Time input gains focus and its contents are selected.

3. User enters new Lead Time

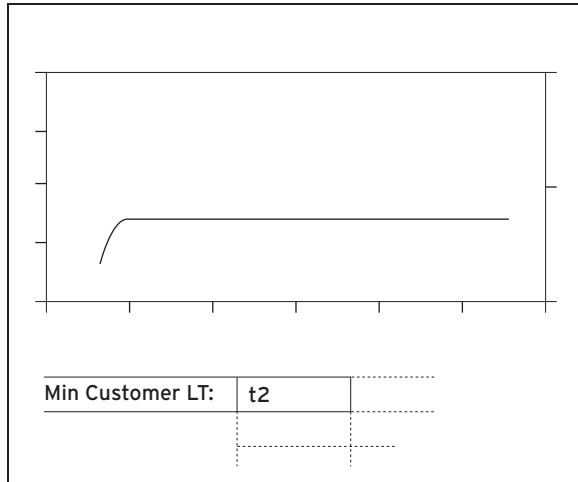


Description

User enters new value for Minimum Customer Lead Time.

User clicks anywhere outside the Minimum Customer Lead time input or presses ENTER to commit new value.

4. Graph redraws with new Lead Time



Description

Graph redraws to reflect new value for Minimum Customer Lead Time.