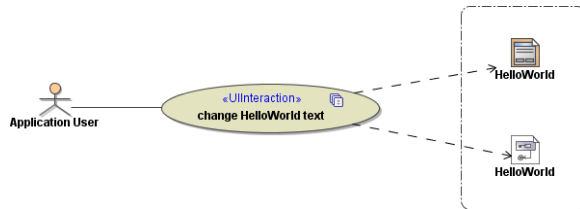


Defining the Use Case

The user will see a simple screen showing a label with the text "Hello World". Furthermore, he will have a text input field and an **OK** button. The user can change the "Hello World" text by typing some text into the input field and clicking **OK**.

Then, a modal confirmation dialog window opens. This window consists of a question text asking if the user wants to really change the text. This question can be answered by clicking either the **YES** or the **NO** button. In case of clicking on **YES**, the modal confirmation window will close and the text will be changed by what the user wrote into the text input field. If **NO** is clicked, the UI application will reset itself.

The following Use Case diagram shows this very simple user interactions and how it possible to link this use case to a UI diagram (the upper icon) and to the State Machine diagram (lower diagram icon) that defines the behavior of this use case. It is necessary to mark the use case **change HelloWorld text** as UI relevant to distinct it from other use cases. This is done by the stereotype `<<UIInteraction>>`.



Designing the UI Template