

<b>Use Case 3.1</b>	<b>Create ConstantRateConstant</b>
<i>Primary Actor:</i>	End-User
<i>Preconditions:</i>	<ul style="list-style-type: none"> <li>• None</li> </ul>
<i>Postconditions:</i>	<ul style="list-style-type: none"> <li>• The ConstantRateConstant is initialized and valid</li> </ul>
<i>Main Success Scenario:</i> <ol style="list-style-type: none"> <li>1. The user calls ConstantRateConstant's parameterized constructor with its name, and rate, k, as the two arguments</li> <li>2. The ConstantRateConstant is initialized successfully</li> </ol>	
<i>Extensions:</i> <ol style="list-style-type: none"> <li>2a. The ConstantRateConstant's name is an empty string <ol style="list-style-type: none"> <li>1. System throws a runtime exception notifying the user that the name cannot be empty</li> </ol> </li> </ol>	

<b>Use Case 3.2</b>	<b>Get ConstantRateConstant Rate</b>
<i>Primary Actor:</i>	End-User
<i>Preconditions:</i>	<ul style="list-style-type: none"> <li>• The ConstantRateConstant is initialized and valid</li> </ul>
<i>Postconditions:</i>	<ul style="list-style-type: none"> <li>• The rate is returned and the ConstantRateConstant is unmodified</li> </ul>
<i>Main Success Scenario:</i> <ol style="list-style-type: none"> <li>1. The user calls ConstantRateConstant's getRate() function with a smart_ptr to a StateOfTheWorld instance as the only argument (StateOfTheWorld does not have to be valid)</li> <li>2. The rate is calculated as <math>(k * 1)</math> and is returned to the user</li> </ol>	
<i>Extensions:</i> <ol style="list-style-type: none"> <li>1. None</li> </ol>	