Headlight.com 3.0 Design Implementation

Version 0.5

1/4/13

1. Scope and Purpose

The intent of this document is to provide thorough documentation of the 3.0 design model for the purpose of engineering development, product testing, and general documentation.

The purpose of this document is to analyze developmental issues and provide both design guidance and actual designs for Headlight.com's product version 3.0. Version 3.0 (referred to as Opus) is based on the functionality of the Version 2.3 (Gallo) product, ported to a Java Enterprise architectural model. In addition, productx must provide a number of new features, the most significant of which is volume purchase support, followed by core functionality in the area of career management and learner activities.

This document will include a decomposition of the model both by use-case and by logical components, and will provide all related diagrams (e.g., Use Case Diagrams, Class Diagrams, and Sequence Diagrams).

This document is a living document. See Appendix C, entitled Revisions.

2. Design Guidelines

The analysis and design of the 3.0 product are based on, and intended to comply with Headlight.com design and style guidelines. These documents can be used as a baseline to review and compare the models presented herein:

Headlight Design Guidelines

Headlight Design Patterns

Headlight Style Guidelines

3. Use-Case Package Detail

The uses cases for the Opus product are presented by category group. Within each category, the presentation will be organized as follows:

1. use case itemization

2. use case breakout

    • Use Case Diagrams

    • Sequence Diagrams

    • Sample GUI sequence (where applicable)

3.1. UCBrowse

3.1.1. Browse Entire Course Tree

The User sees names of channels, and clicks around to look for ones that are of interest. The User can drill down from here.
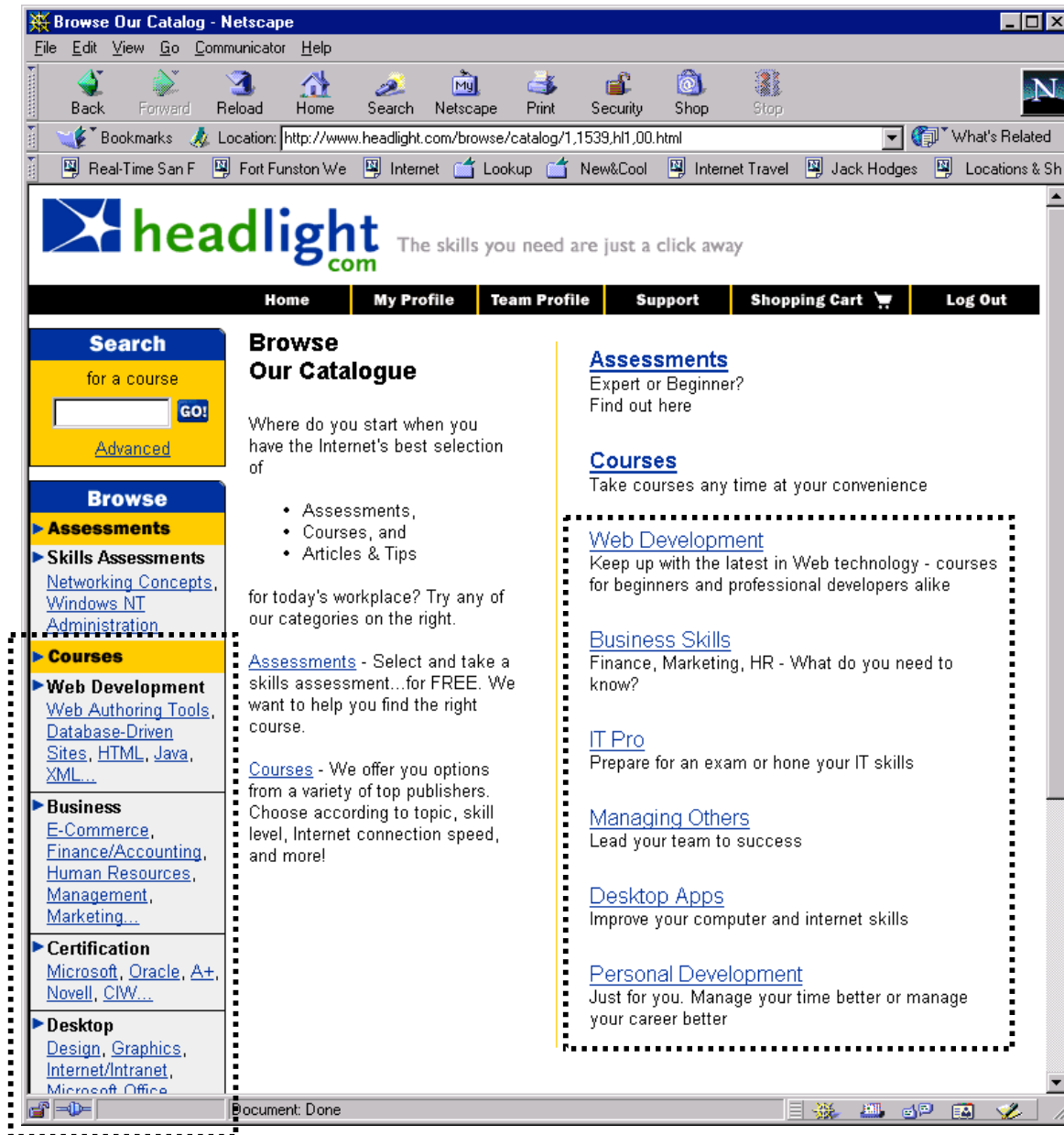
3.1.1.1. Use Case Diagram

3.1.1.2. UI Sequence Documents/Screen

3.2. Browse Entire Catalog Use Case Using Current UI

- **Userer** enters Browse from Headlight homepage (or any top-level page).

Headlight.com Home Page - Netscape

File Edit View Go Communicator Help

Back Forward Reload Home Search Netscape Print Security Shop Stop

Bookmarks Location: http://www.headlight.com/home/ What's Related

Real-Time San F Fort Funston We Internet Lookup New&Cool Internet Travel Jack Hodges Locations & Sh

headlight.com

The skills you need are just a click away

Home | My Profile | Team Profile | Support | Shopping Cart | Log Out

Search
for a course
[   ] GO!
Advanced

Browse
▶ **Assessments**
▶ Skills Assessments
Networking Concepts,
Windows NT
Administration

▶ **Courses**
▶ Web Development
Web Authoring Tools,
Database-Driven
Sites, HTML, Java,
XML...

▶ Business
E-Commerce,
Finance/Accounting,
Human Resources,
Management,
Marketing...

▶ Certification
Microsoft, Oracle, A+,
Novell, CIW...

▶ Desktop
Design, Graphics,
Internet/Intranet,
Microsoft Office,

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- Use our tracking system to monitor progress

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- Self-paced courses allow you unlimited online access for one full year
- Find courses specific to your job
- Manage all of your learning in one place

Take a Quick Tour | Select a Skills Assessment | Browse our Catalog

Hello, Jack Hodges!
If you are not Jack Hodges, click here.

Corporate Training
Find out how to save time, money and effort training your organization

▶ **In the Spotlight**
▶ Courses in Progress
Go to My Profile
▶ Select a Free Course
Test drive a course on us!
▶ Select Free Courses for Your Team
Let others test drive us
▶ Affiliate Program
Earn cash from your Web site
▶ MOUS Certification: How and Where?
Learn how to become MOUS certified
▶ Why Certify?
Discover the benefits of certification

▶ **Featured Courses**
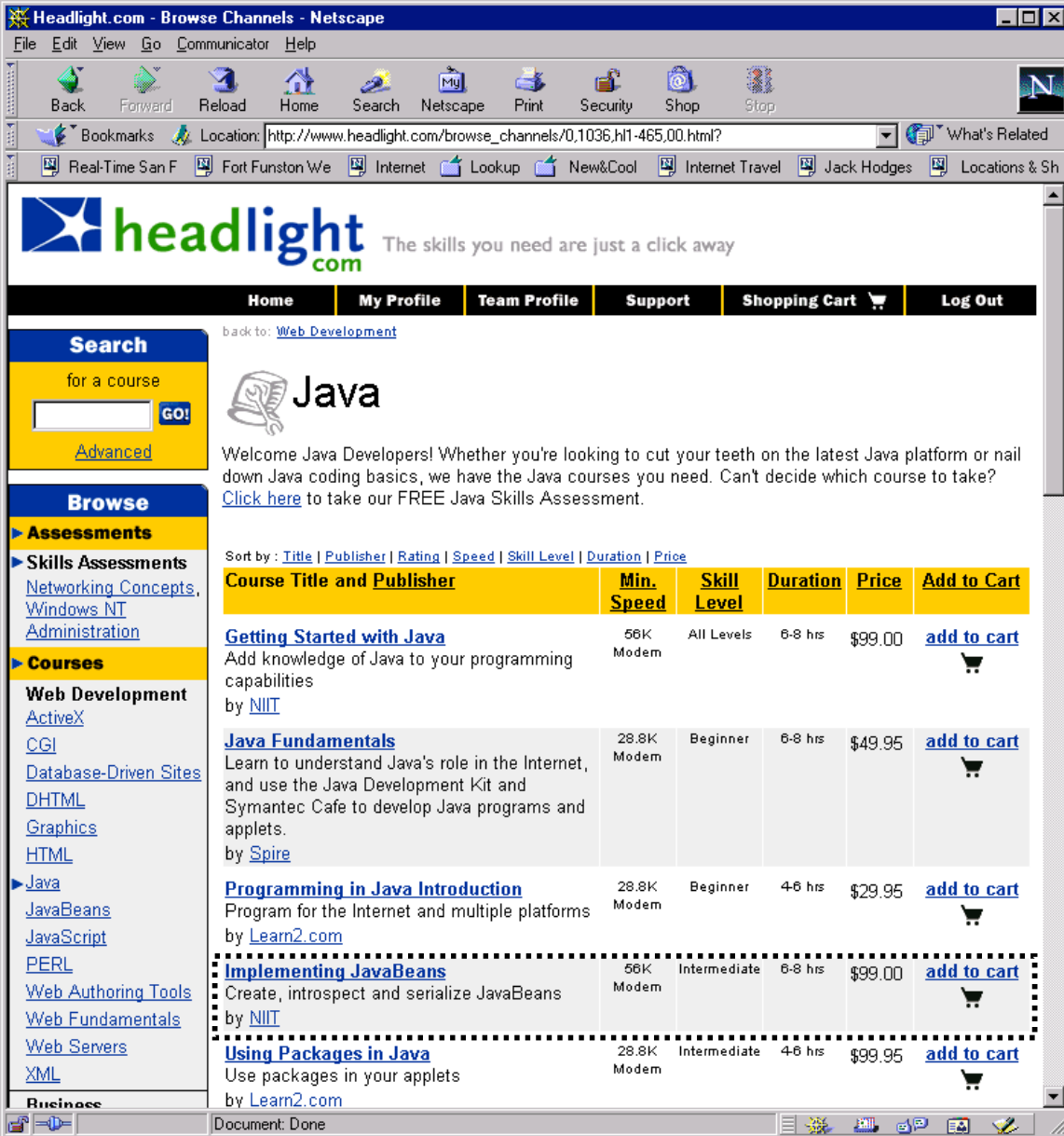Dynamic HTML Part 1
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Document: Done

- The **User** selects from the **Browse** area in the frameset to browse by channel, or by the selected subchannels in the right side of the window.
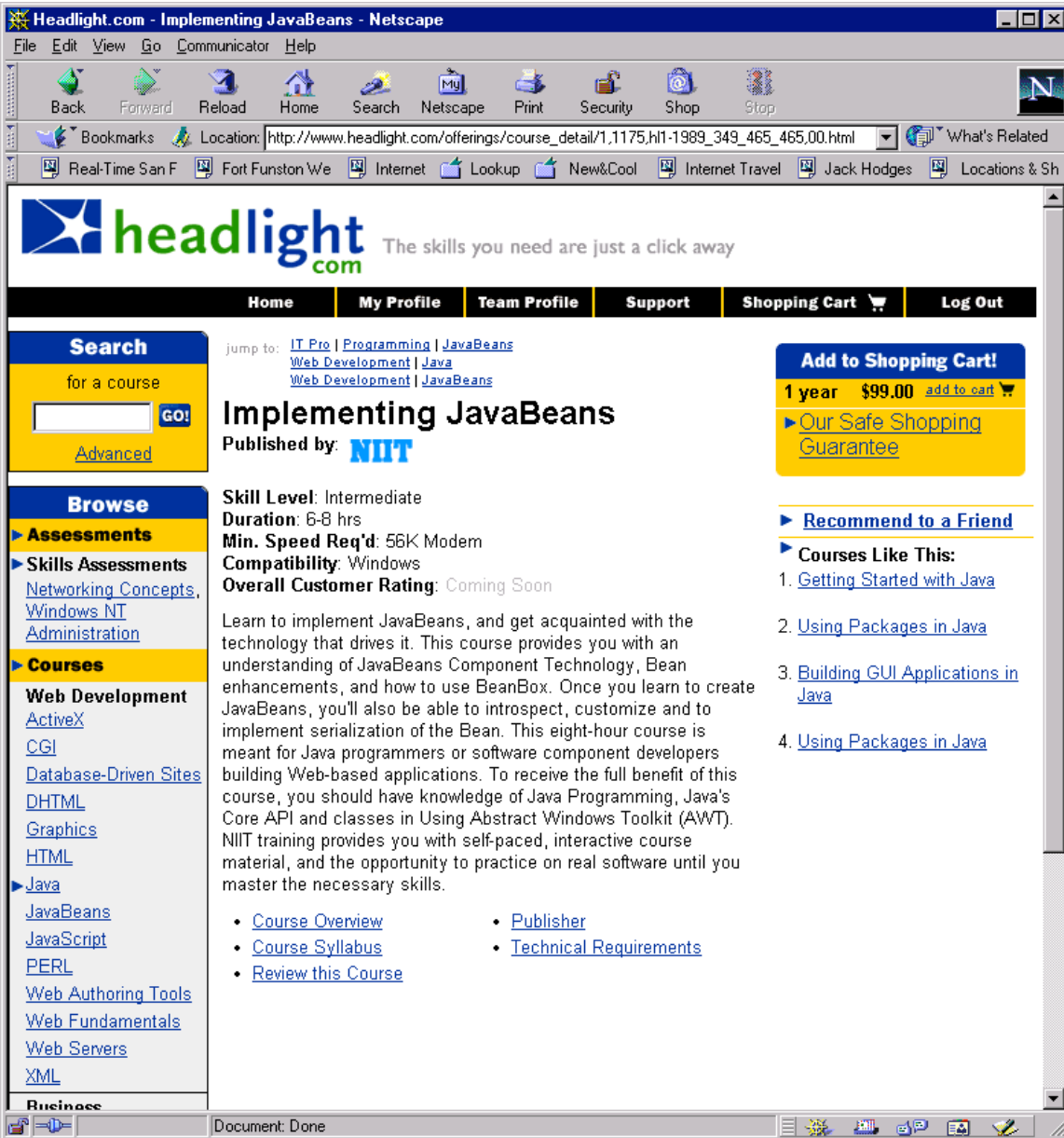
- The **Learner** can now select from the central categories area, or specific courses listed in the right sections (Top Sellers and Featured Courses) to reach the next page.

Headlight.com - Browse Channels - Netscape

File Edit View Go Communicator Help

Back Forward Reload Home Search Netscape Print Security Shop Stop

Bookmarks Location: http://www.headlight.com/browse_channels/0,1036,hl1-349,00.html What's Related

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headlight.com The skills you need are just a click away

Home | My Profile | Team Profile | Support | Shopping Cart | Log Out

Search
for a course

GO!

Advanced

Browse
► **Assessments**
► **Skills Assessments**
Networking Concepts,
Windows NT
Administration
► **Courses**
►Web Development
ActiveX
CGI
Database-Driven Sites
DHTML
Graphics
HTML
Java
JavaBeans
JavaScript
PERL
Web Authoring Tools
Web Fundamentals
Web Servers
XML
Business

Web Development

Whether you are new to designing and building Web sites, a seasoned Web designer wanting to learn how to create and include Java Applets in your site, or a Web developer in charge of building and maintaining a database-driven e-commerce site, Headlight.com has the training you need. Our Web Development courses deliver the knowledge and skills you need to create, build, and support your dream site.

Categories:

ActiveX
CGI
Database-Driven Sites
DHTML
Graphics
HTML
Java
JavaBeans
JavaScript
PERL
Web Authoring Tools
Web Fundamentals
Web Servers
XML

► **Top Sellers**
1. Creating and Configuring a Web Server Using Microsoft IIS 4.0 - Part 4
2. Java Fundamentals
3. Microsoft FrontPage 97 Fundamentals
4. Microsoft FrontPage 97 Advanced
5. Java 1.1 Programming: The Java Language

► **Featured Courses**
Configuring Server Resources
by Learn2.com
$149.95 add to cart

XML
by Element K
$99.95 add to cart

Advanced Web Authoring - Part 2
by NETg
$149.95 add to cart

Photoshop 5.0 - Advanced
by Learn2.com
$29.95 add to cart

HTML 4.0 Advanced Topics
by NETg
$149.95 add to cart

Document: Done

- The **User** can now select a specific course. This provides enrollment information.

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- The **User** can now select the description for that specific course to obtain a more thorough description along a number of metrics.

3.2.1.   View Site Through Chosen Vertical

click on one from a list of verticals to change entire view of site into that vertical. If the vertical is healthcare, then the accounting software courses will relate to healthcare accounting software, management courses will be healthcare specific
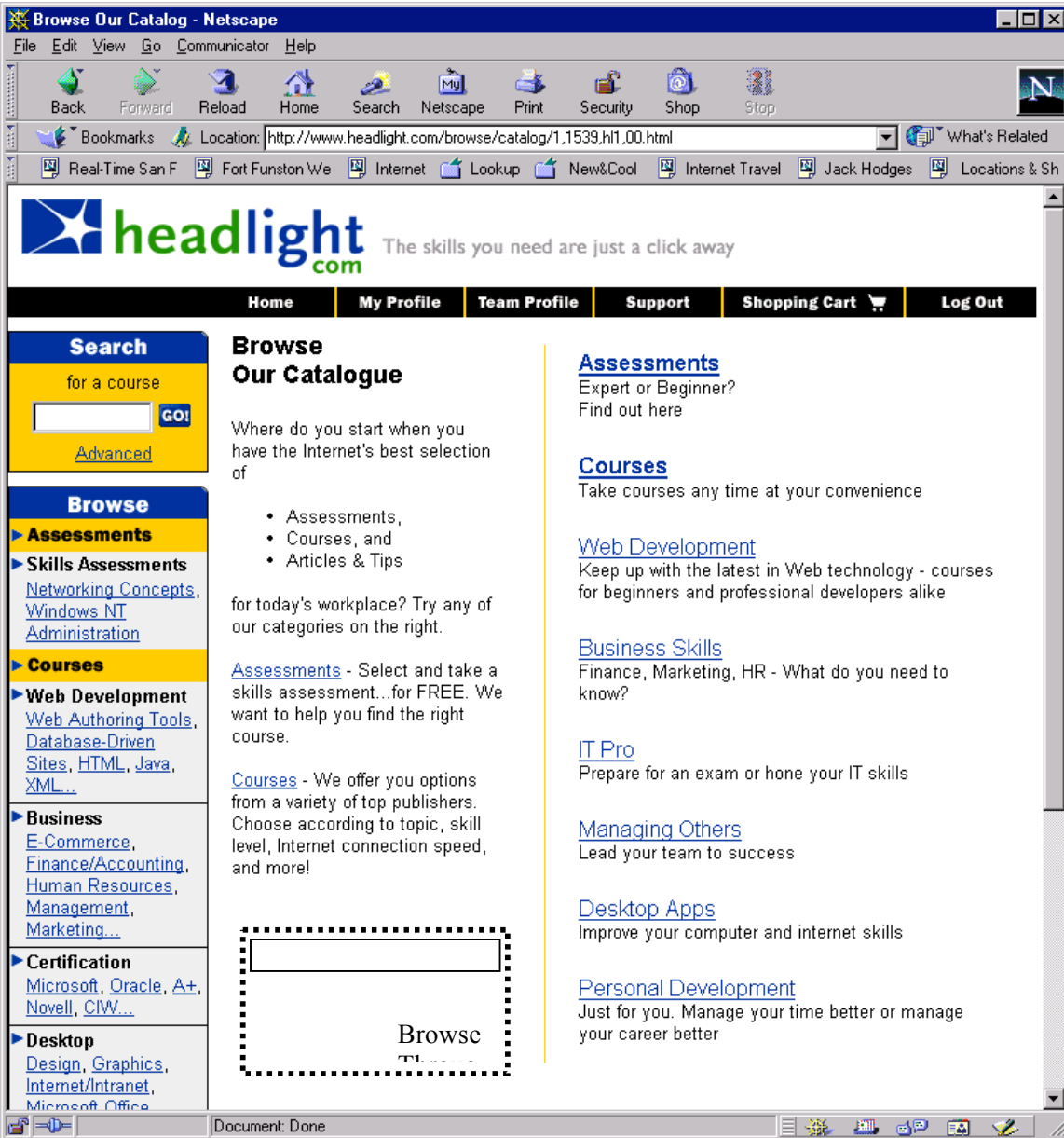
3.2.1.1.   Use Case Diagram

3.2.1.2.   UI Sequence Documents/Screen

3.3.   View Site Through Chosen Vertical Use Case Using Current UI

- **Learner** enters from Headlight (or some other) homepage, and selects **Browse Our Catalog**.

Headlight.com Home Page - Netscape

File Edit View Go Communicator Help

Back Forward Reload Home Search Netscape Print Security Shop Stop

Bookmarks Location: http://www.headlight.com/home/ What's Related

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headlight.com
The skills you need are just a click away

Home | My Profile | Team Profile | Support | Shopping Cart 🛒 | Log Out

Search
for a course
[   ] GO!
Advanced

Browse
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Administration
▶ **Courses**
▶ Web Development
Web Authoring Tools,
Database-Driven
Sites, HTML, Java,
XML...
▶ Business
E-Commerce,
Finance/Accounting,
Human Resources,
Management,
Marketing...
▶ Certification
Microsoft, Oracle, A+,
Novell, CIW...
▶ Desktop
Design, Graphics,
Internet/Intranet,
Microsoft Office,

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• Use our tracking system to monitor progress

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▶ **In the Spotlight**
▶ **Courses in Progress**
Go to My Profile
▶ **Select a Free Course**
Test drive a course on us!
▶ **Select Free Courses for Your Team**
Let others test drive us
▶ **Affiliate Program**
Earn cash from your Web site
▶ **MOUS Certification: How and Where?**
Learn how to become MOUS certified
▶ **Why Certify?**
Discover the benefits of certification

▶ **Featured Courses**
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Document: Done

- The **Learner** will type the channel name in a field and then select **View Through Channel**. The catalog will then be sorted and redisplayed from that viewpoint.

3.3.1. View Site Through Chosen Language

The User clicks on one from a list of languages and views entire site, including content, in that language.

3.3.1.1. Use Case Diagram

3.3.1.2. UI Sequence Documents/Screen

3.4.   Browse With Language Use Case Using Current UI

- **User** enters **Select Viewing Language** from Headlight homepage (or any top-level page, this is a new UI element). All future displays are done in that language.

3.4.1.   Browse Courses that fit Profile

After series of questions, the User establishes a profile, and the site that the User sees is tailored to the User's needs; s/he sees only courses that would be of interest to that User.

3.4.1.1.   Use Case Diagram

3.4.2.   Browse to Assessments

The User can browse to sampel course assessments.Aside: This doesn't seem imperative, since the idea is to have learners take sample assessments after they are in the system. I (Jack) never thought this was a good use of space on the homepage anyway...but that is just me.

3.4.2.1.   Use Case Diagram

3.4.2.2.   UI Sequence Documents/Screen

3.5.   Browse To Assessments Use Case Using Current UI

- **User** enters an assessment from Headlight homepage (or any top-level page).

- The **User** selects from the sample assessments available to take one.
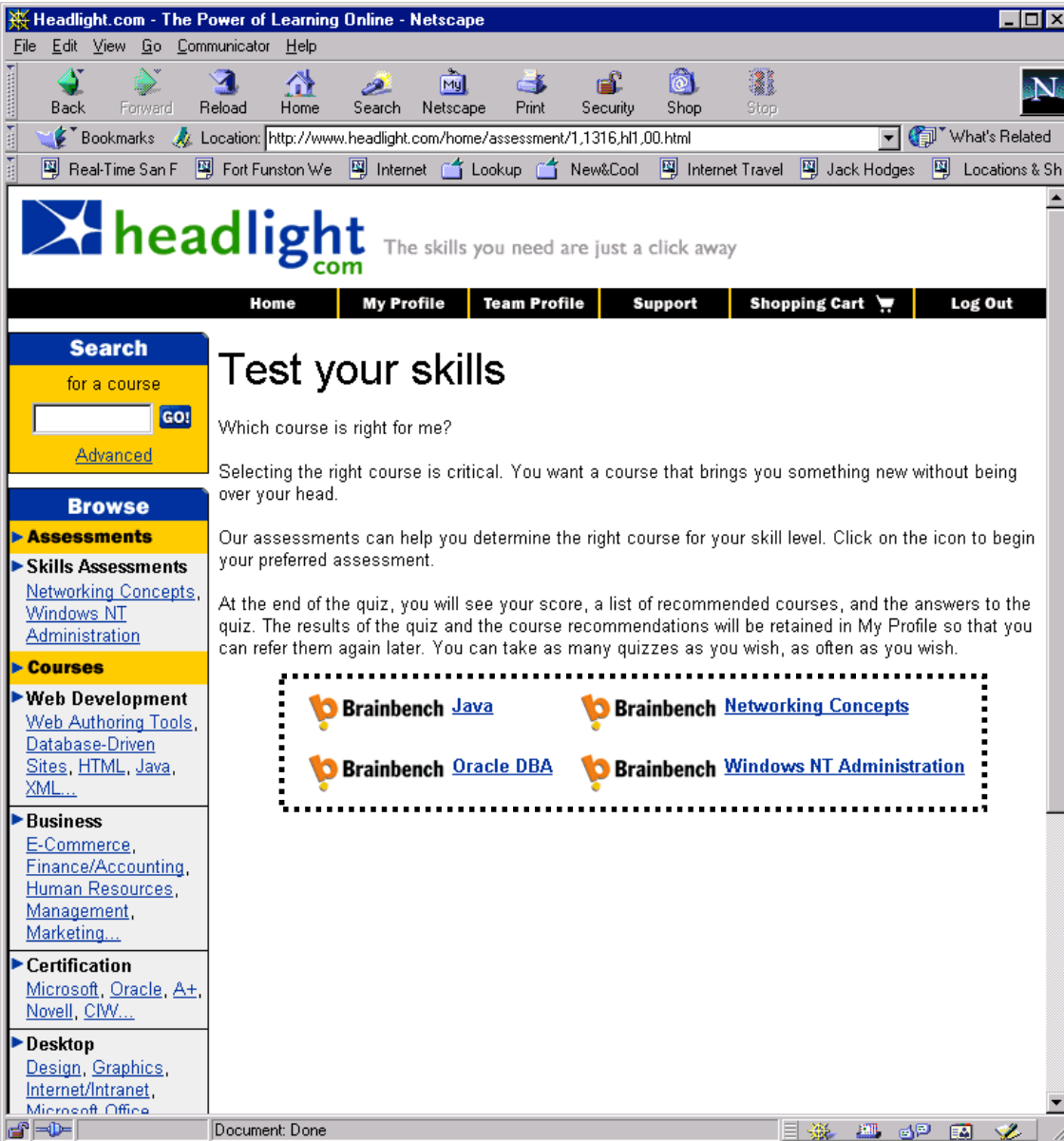
- The **User** selects from the sample assessments available to take one.
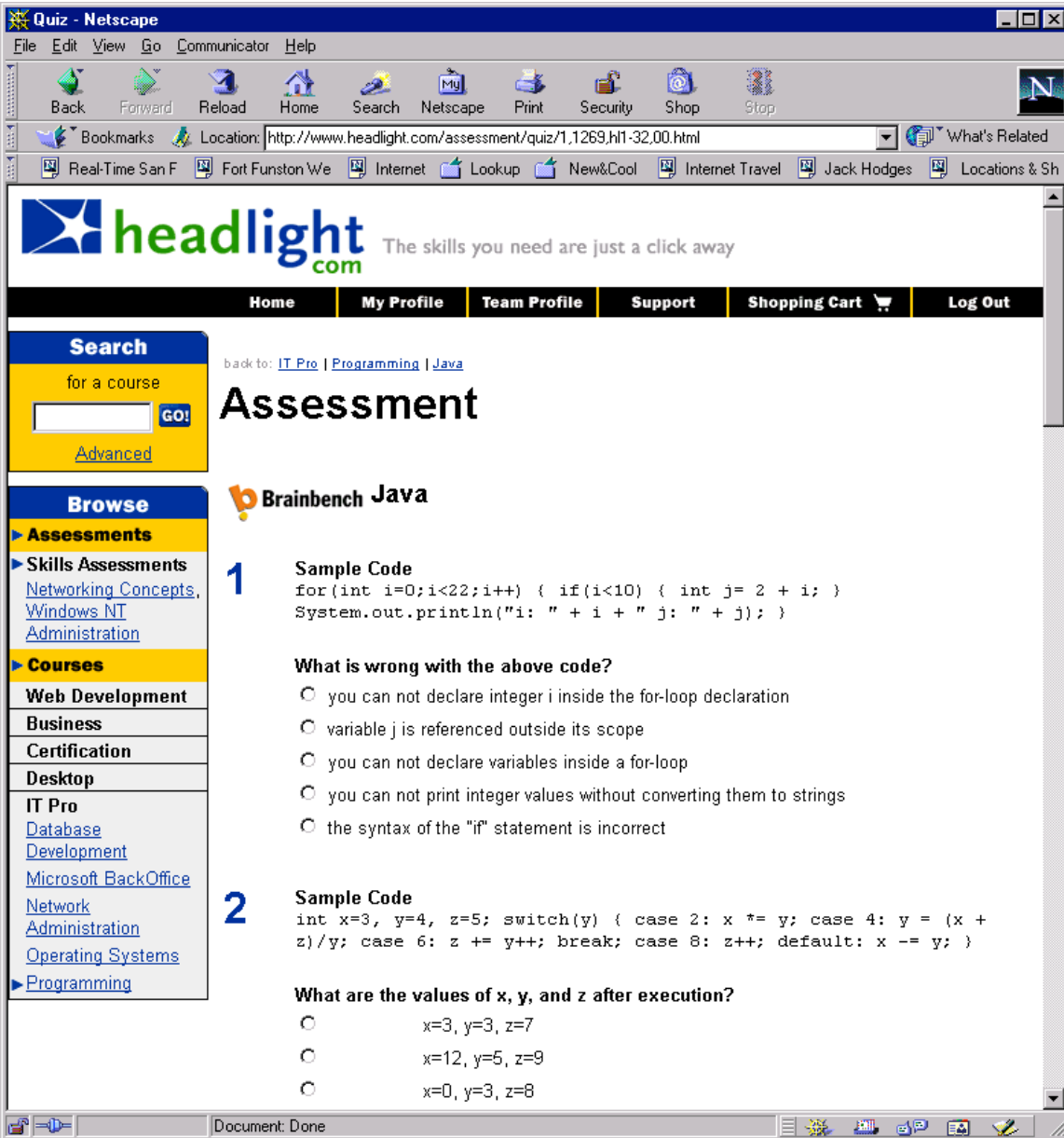
3.5.1. HeadlightHomePage

A wanderer happens upon Headlight's home page and ponders the meaning of life.

3.5.1.1. Use Case Diagram

3.6.   UCPromotions

3.6.1.   CreateLandingPage

The Promotions Manager needs to implement a promotion, and create the landing page. The Promotions Manager enters all the dynamic text and components that make up a landing page into a Content Entry template.

3.6.1.1.　Use Case Diagram

3.6.2.　ConstructRuleType

Implement a promotion, enter the rules.The Promotions Manger needs to implement a promotion by defining the rules of the promotion. The Promotions Manager enters all the attributes and rules into a Content Entry template. These will include: promotion type, expiration date, valid users, valid co-brands, specific courses the promotion is applied to, etc.

3.6.2.1.   Use Case Diagram

3.6.2.2.   Sequence Diagrams

3.6.3.   CreateReferAFriendPromotionType

The Promotions Manager needs to define a refer a friend promotion type. The Learner submits emails to friends. Friends receive a promotion. The Learner will receive a promotion when a minimum number of friends have registered.

3.6.3.1.   Use Case Diagram

3.6.4.   CreateDiscountedCoursePromotionType

The Promotions Manager needs to define a discount promotion type. The Learner will be able to purchase a number of courses at a certain percentage (%) or dollar ($) off discount. Courses can be selected from the entire course catalog. The discount will be applied at the Shopping Cart.

3.6.4.1.　　Use Case Diagram

3.6.5.　　CreateFreeCoursePromotionType

The Promotions Manager needs to define a free course promotion type. The Learner can select any course from the courses catalog for free. The promotin will be applied at the Shopping Card.Current functionality only allows the user to select one course for free, but cannot purchase additional courses in the same transaction. The Gallo release allows the Learner to select additional courses for purchase also.

3.6.5.1. Use Case Diagram

3.6.6. CreateDiscountedSlatePromotionType

The Promotions Manager needs to define a discounted slate promotion type. A Slate consists of a predetermined list of courses available at a discounted price. The Learner will be able to purchase any and all of these courses at the discounted price.

3.6.6.1.   Use Case Diagram

3.6.7.   CreateBundledCoursesPromotionType

The Promotions Manager needs to define a bundled-courses promotion type. From "My Profile" the Learner can enroll (for free) from a number of predetermined courses. The Learner selects courses from a list. Those selected courses are then available to launch from the My Profile page.

3.6.7.1. Use Case Diagram

3.6.8. TrackLandingPageHits

Every time a Learner hits the page for a promotion, it is recorded. The Learner lands on a Landing Page. The landing Page can contain promotional information or can be a redirect. The system will make a record of the user, the promotion, and the date.

3.6.8.1.   Use Case Diagram

3.6.9.   TrackRegistrationFromPromotions

The Learner registers anywhere on the site. If the Learner has a promotion going at the same time, the registration will be associated with the Learner's most recent promotion.

3.6.9.1. Use Case Diagram

3.6.10. HighlightPromotionsOnCart

The goal is to have promotions highlighted on the shopping cart page. The Learner places a course in the shopping cart. The Learner then sees special offer reminders beneath the price on the Shopping Cart page.Purpose is to encourage Learners to purchase by either reinforcing what a good deal Headlight is offering, or by highlighting how Headlight purchases can feed into a partner's promotion (see B2B stores promotion).

3.6.10.1. Use Case Diagram

3.7. UCCareerManagement

3.7.1. TakeCareerSurvey

Initial career survey. Learner answers short, adaptive survey to indicate career status.Purpose is to set an initial profile, for an [unknown] Learner, to an archetype, where an archetype is a generic career profile (e.g., Java Programmer) that has a target skill profile, career goals, etc. This provides a set of assumptions that will be refined into a more personal profile over time.

3.7.1.1.　Use Case Diagram

3.7.1.2.   Sequence Diagrams

3.7.1.3.   UI Sequence Documents/Screen

Career Survey Use Case Using Current UI

- [Entry to MyProfile from Headlight homepage](#)

- Select Create Career Plan (add element, edit MyProfile UI)

- Take survey (new UI)

3.7.2.   ChooseCareerGoals

Choose career goals.The Learner is presented choices of career paths/goals based on their profile and chooses goals and a timeframe to reach them.

3.7.2.1.   Use Case Diagram

3.7.2.2.   Sequence Diagrams

3.7.2.3.   UI Sequence Documents/Screen

4.   Career Management Use Cases Using Current UI

- **Choose Career Goals**

  - Entry to MyProfile from Headlight homepage

  - Select **Show/Edit Career Plan** (add element, edit MyProfile UI)

  - Select **Choose Career Goals** (new UI)

4.1.1.   TakeHighLevelSkillsAssessment

High-level skills assessment. The Learner takes some variety of assessments. Results update the skills profile. The Learner immediately proceeds to "View Skills Gap and Recommendations".Purpose is to lay the basis for course recommendations, and creates the Learner's actual skill profile.This process will be part of an initial set-up for many Learners, but will often be repeated throughout the Learner's progress.

4.1.1.1.   Use Case Diagram

4.1.1.2.   Sequence Diagrams

4.1.1.3.   UI Sequence Documents/Screen

5.   Career Management Use Cases Using Current UI

- **Skills Assessment**

    o Entry to MyProfile from Headlight homepage

    o Select **Show/Edit Career Plan** (add element, edit MyProfile UI)

    o Select **Show/Edit Career Skills** (new UI)

    o Select **Take Assessment** by a skill (new UI)

    o Take Assessment

5.1.1.   CreateLearningPlan

The Learner chooses which skills gaps to address, and sets timeframs to master them. The purpose is to have a profiled Learner be able to set a timeframe for mastering skills gaps. It allows for motivational reminders to be sent to the Learner.

5.1.1.1.   Use Case Diagram

5.1.1.2. Sequence Diagrams

5.1.1.3. UI Sequence Documents/Screen

5.2. Create Learning Plan Use Case Using Current UI

- **Learner** enters MyProfile from Headlight homepage

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Home   My Profile   Team Profile   Support   Shopping Cart   Log Out

Search
for a course

[   ] GO!

Advanced

Browse

▶ **Assessments**

▶ Skills Assessments
Networking Concepts,
Windows NT
Administration

▶ **Courses**

▶ Web Development
Web Authoring Tools,
Database-Driven
Sites, HTML, Java,
XML...

▶ Business
E-Commerce,
Finance/Accounting,
Human Resources,
Management,
Marketing...

▶ Certification
Microsoft, Oracle, A+,
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▶ Desktop
Design, Graphics,
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Microsoft Office,

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Learn how to become MOUS certified

▶ Why Certify?
Discover the benefits of certification

▶ **Featured Courses**

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Document: Done

- **Learner** selects **Update Existing Career Plan** (add element, subclass MyProfile UI). This is a component in a new area of the page, called **Manage Your Career**. Additional components in this area are **Create Existing Career Plan**, **View Portfolio**, etc.

- The **Learner** first selects the career plan to update from a list of career plans, and then selects **Create New Learning Plan** (new UI) for that career plan. This assumes that the **Learner** has taken a career survey, set the career goals, and taken skills assessments, because otherwise there would be no skills gaps or recommendations to select from. Also a part of this window are **Take Career Survey** and **Update Career Goal**, but they would take the **Learner** back through the process. The result of this process is a new window with some kind of expanded view of all the skills associated with the career goal.

- The **Learner** selects goals and skills from those created (new UI), and can use a date mechanism similar to MS Project to set the desired completion dates.

5.2.1.   ChooseContentAgainstLearningPlan

Choose content against a learning plan. The Learner is assisted in choosing content to master active skills gaps in their learning plan.This is not the only way a user can choose content. Choosing content through other means will update the learning plan appropriately.

5.2.1.1.   Use Case Diagram

5.2.1.2.   Sequence Diagrams

5.2.1.3.   UI Sequence Documents/Screen

5.3.   Choose Content Against Learning Plan Use Case Using Current UI

- **Learner** enters MyProfile from Headlight homepage

- **Learner** selects **Update Existing Career Plan** (add element, subclass MyProfile UI). This is a component in a new area of the page, called **Manage Your Career**. Additional components in this area are **Create Existing Career Plan**, **View Portfolio**, etc.

- The **Learner** first selects the career plan to update from a list of career plans, and then selects **View Learning Plan** (new UI) for that career plan. Also a part of this window are **Take Career Survey** and **Update Career Goal**, but they would take the **Learner** back through the process. The result of this process is a new window with some kind of expanded view of all the skills associated with the career goal. The skills are ordered by the goal decomposition leading to the career goal.

- The **Learner** selects **Create Portfolio** and then the courses associated with skills gaps and the skills in the learning plan are displayed next to the skills.

- The **Learner** selects courses from those created (new UI), and can select a name for the learning plan for later lookup reference. The skills are then reordered by the course prerequisites and the average time it takes to complete a course, so that the **Learner** can designate a timeframe to meet the objectives.

5.3.1. UpdateCareerGoals

The Learner views current career goals and can choose new goals or timeframes.

5.3.1.1. Use Case Diagram

5.3.1.2.   Sequence Diagrams

5.3.1.3.   UI Sequence Documents/Screen

5.4.   Update Career Goals Use Case Using Current UI

- **Learner** enters MyProfile from Headlight homepage

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Database-Driven
Sites, HTML, Java,
XML...
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E-Commerce,
Finance/Accounting,
Human Resources,
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Document: Done

- **Learner** selects **Update Existing Career Plan** (add element, subclass MyProfile UI). This is a component in a new area of the page, called **Manage Your Career**. Additional components in this area are **Create Existing Career Plan**, **View Portfolio**, etc.

- The **Learner** first selects the career plan to update from a list of career plans, and then selects **Update Career Goal** (new UI) for that career plan. Also a part of this window are **Take Career Survey** and **Create Learning Plan**.

- The **Learner** selects a new career goal from a list of possible goals, and then selects the **Update** button. The result is a new merge of the profile from the survey and the new goal to produce a

new set of skills. This will either eliminate the existing learning plan, or will have to be set for merging to a new one later on.

5.4.1.   UpdateLearningPlan

The Learner views the current learning plan and can update the priority of mastering skills gaps and the timeframes to master them.

5.4.1.1.   Use Case Diagram

5.4.1.2.   Sequence Diagrams

5.4.1.3.   UI Sequence Documents/Screen

5.5.   Update Learning Plan Use Case Using Current UI

- **Learner** enters MyProfile from Headlight homepage.

Headlight.com Home Page - Netscape

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Database-Driven
Sites, HTML, Java,
XML...

▶ Business
E-Commerce,
Finance/Accounting,
Human Resources,
Management,
Marketing...

▶ Certification
Microsoft, Oracle, A+,
Novell, CIW...

▶ Desktop
Design, Graphics,
Internet/Intranet,
Microsoft Office,

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- **Learner** selects **Update Existing Career Plan** (add element, subclass MyProfile UI). This is a component in a new area of the page, called **Manage Your Career**. Additional components in this area are **Create Existing Career Plan**, **View Portfolio**, etc.

- The **Learner** first selects the career plan to update from a list of career plans, and then selects **Update Learning Plan** (new UI) for that career plan. Also a part of this window are **Take Career Survey** and **Create Learning Plan**. At this point, the original/entire set of skills associated with the current career goal and profile are listed.

- The **Learner** selects a new set of skills from a complete list of possible skills, and then selects the **Update** button. The **Learner** can also keep the same skills but change the timeframes.

5.5.1. ViewPortfolio

The Learner views current assessments of skills and learning completed in a "resume" format.

5.5.1.1. Use Case Diagram

5.5.1.2. Sequence Diagrams

5.5.1.3. UI Sequence Documents/Screen

5.6. View Portfolio Use Case Using Current UI

- **Learner** enters MyProfile from Headlight homepage.

- **Learner** selects **View Portfolio** (add element, subclass MyProfile UI). This is a component in a new area of the page, called **Manage Your Career**. Additional components in this area are **Create Existing Career Plan**, **Update Existing Career Plan**, etc.

- The **Learner** first selects the career plan to view the learning portfolio for from a list of career plans, and then selects **Submit**. At this point, the complete portfolio (goals, skills, courses, dates) is displayed. It might be of value to highlight completed skills or courses, courses past the desired completion date, etc. (perhaps according to profile attribute values).

5.6.1.   SharePortfolio

The Learner enters names and email addresses of persons they want to share their skills portfolio with.

5.6.1.1.   Use Case Diagram

5.6.1.2.   Sequence Diagrams

5.6.1.3.   UI Sequence Documents/Screen

5.7.   Share Portfolio Use Case Using Current UI

- **Learner** enters MyProfile from Headlight homepage.

- **Learner** selects **Update Existing Career Plan** (add element, subclass MyProfile UI). This is a component in a new area of the page, called **Manage Your Career**. Additional components in this area are **Create Existing Career Plan**, **View Portfolio**, etc.

- The **Learner** first selects the career plan from a list of career plans. The Learner then selects **View Learning Plan** (if the previous selection doesn't open it).

- The **Learner** selects **Share Learning Portfolio** (new UI) from the learning plan UI.

- The **Learner** selects users to share the learning portfolio with (new UI).

- The **Outside Users** so listed are sent mail notifying them that they can view this portfolio. Included in the mail is a hypertext link to this page. The **Outside User** simply follows this link to view the portfolio, but should not have access to any other part of the **Learner's** profile.

5.7.1.   NotifySharedPortfolio

The outside users who have been selected by a learner as being able to view a portfolio are sent email notifying them that they can view this user's learning portfolio. There is a hypertext link in the mail that will take them directly to the page.

5.7.1.1.   Use Case Diagram

5.7.1.2.   Sequence Diagrams

5.7.2.   ViewOthersPortfolio

The OutsideUser follows an email-link and views a Learner's skills portfolio. There is no UI sequence for this use case, since it is handled by the OutsideUser's mailer. What needs to be controlled is how the OutsideUser views this page, because access to the rest of this Learner's profile should be protected.

5.7.3.   ViewSkillsGapAndCourseRecommendations

The Learner views their skills profile matched against skill profiles for current and target (if set) jobs. Gaps are highlighted and prioritized with recommendations. The purpose is to let an [assessed] Learner see where they need to focus their efforts. This always occurs right after a "High-Level" assessment, but the Learner can view this information at any other time thereafter.

5.7.3.1.   Use Case Diagram

5.7.3.2.   Sequence Diagrams

5.7.3.3.   UI Sequence Documents/Screen

6.   Career Management Use Cases Using Current UI

- **View Skills Gap and Recommendations**

    o [Entry to MyProfile from Headlight homepage](#)

    o Select **Show/Edit Career Plan** (add element, edit MyProfile UI)

    o Select **Show/Edit Career Recommendations** (new UI)

6.1. UCPurchasing

6.1.1. CreateACostCenter

The cost center manager clicks ADMIN, and is then presented with a list of existing Cost Centers. The manager selects an existing Cost Center and/or clicks NEW COST CENTER. The manager enters information (e.g., dollar amounts, spending caps, etc.) particular to that Cost Center.

6.1.1.1. Use Case Diagram

6.1.2. RunCostCenterReports

The cost center manager clicks "Admin", then "Reports". The manager is then presented with a series of reporting options. The manager selects appropriate actions, clicks on GENERATE REPORTS, and views the results.

6.1.2.1.   Use Case Diagram

6.1.3.   AssignManagerToCostCenter

The administrator needs to assign a Cost Center manager. The administrator clicks ADMIN, and is then presented with a list of existing Cost Centers. The administrator then selects an existing Cost Center, enters the manager's email address and attributes in appropriuate fields.

6.1.3.1. Use Case Diagram

6.1.4. CreateSMBAgreement

Create SMB agreement. TBD.

6.1.4.1.   Use Case Diagram

6.1.5.   SelectCoursesForPurchase

The Learner wishes to select courses to purchase, and clicks on the ADD TO CART link. The course is then placed in the Learner's Shopping Cart. The Shopping Cart displays the title, quantity, and price.

6.1.5.1.   Use Case Diagram

6.1.6.   PurchaseCoursesForIndividualUse

The purchases wishes to purchase courses for individual use. The system displays a Safe Shopping Guarantee, and then collects address and CC information. It then displays a final confirmation page with all the courses in the shopping cart and CC info.Current process has the Learner deciding whether to purchase a course(s) for indifividual use, team use, or for others.

6.1.6.1.   Use Case Diagram

6.1.7.   MerchantBankTransaction

The system sends transaction information (name, cc, $ amount, etc.) to a 3rd party merchant bank. The merchant bank approves or declines the transaction. The merchant bank sends transaction status and explanation codes back to the system. The system interprets codes and displays appropriate information to the Learner.

6.1.7.1. Use Case Diagram

6.1.8. DistributeCoursesToMyProfile

An individual has purchased courses and they need to be distributed to the individual's profile. The offerrings purchased by the Learner will be placed in the Learner's My Profile section. the Learner can then launch the courses from My Profile.

6.1.8.1.　　Use Case Diagram

6.1.9.　　　HeadlightCoursesPartOfPartnerMarketplace

The Learner purchases Headlight courses on a partner site. The Distribution Partner will need to pass purchase and userID data to Headlight so we can recognize Learners when they begin the course.

6.1.9.1. Use Case Diagram

6.1.10. UniversalShoppingCart

The Learner on a site co-branded with an eCommerce partner adds a Headlight course plus product from the partner site to a single shopping cart. The Learner views both items in the same shopping cart, and purchases items with a single credit card transaction.Purpose is to allow for a seamless experience for the Learner. This could allow Headlight purchases to count toward partner promotions (such as B2B store's promotion: purchase $1,000 or more from our selection of over 150,000 products, and receive a free Palm Vx).

6.1.10.1.   Use Case Diagram

6.2.   UCProduction

6.2.1.   InstallContent

Load courses into the database. The content manager receives courses in cd or ftp format, sometimes in one package, sometimes in many, and loads the courses into the database.

6.2.1.1. Use Case Diagram

6.2.2. SetCourseAttribute-ChannelID

Assign courses to channels. Each course gets an assigned keyword that then determines the channel it will go into. Courses can be assigned multiple keywords.

6.2.2.1.   Use Case Diagram

6.2.3.   SetCourseAttribute-CourseDescription

Publish course descriptions. Each course gets a course description assigned to it. That description gets entered into a field that then populates the course description page.

6.2.3.1.   Use Case Diagram

6.2.4.   SetCourseAttribute-TechnicalRequirements

Publish technical requirements. Each course gets a course technical requirements text assigned to it. That text gets entered into a field that then populates the course technical requirements page.

6.2.4.1. Use Case Diagram

6.2.5. SetCourseAttribute-MarketingText

Assign marketing text to a course. Each course gets a marketing text assigned to it, and that text is entered into a field that then populates all places where that course is listed.

6.2.5.1. Use Case Diagram

6.2.6. SetCourseAttribute-Price

Assign a price point to a course. Each course gets a price assigned to it.

6.2.6.1.   Use Case Diagram

6.2.7.   SetCourseAttribute-HostedURL

Create a URL for a course. Each course is hosted on a unique URL.

6.2.7.1.　Use Case Diagram

6.2.8.　SetCourseAttribute-ContentProvider

Update individual content provider page. Each content provider has a page describing who they are and what there content is like. These need to be updated and added.

6.2.8.1. Use Case Diagram

6.2.9. CourseChangeUpdate

Update the channel/catalog when a course changes.

6.2.9.1.   Use Case Diagram

6.2.10.   PressReleaseUpdate

Update the webpage when press releases change. Manual update in the 'about us' section of the site.

6.2.10.1.   Use Case Diagram

6.2.11.   ChannelPageUpdate

Update static text on channel pages. Template to enter channel description text, articles, and other static content on the features bar.

6.2.11.1.   Use Case Diagram

6.2.12.   CourseDescriptionUpdate

Update the catalog when a course description changes. Automated update of course descriptions, technical requirements, and plug-in links.

6.2.12.1.   Use Case Diagram

6.2.13.   ChannelPriceUpdate

Update the channel when a course price changes.

6.2.13.1. Use Case Diagram

6.2.14. ManipulateBrowseTree

Manipulate the browse tree. Change, move, and add content to different areas of the browse tree.

6.2.14.1.   Use Case Diagram

6.2.15.   CreateChannel

Create a new vertical. Change, move, or add content to different areas of the browse tree.

6.2.15.1. Use Case Diagram

6.2.16. LaunchCourse-QA

QA courses. Launch courses, test without cookies, over a low-speed modem, in all browsers, etc.

6.2.16.1. Use Case Diagram

6.2.17. TestCourse-QA

QA courses in the staging environment. QA the course content in a virtual live site environment.

6.2.17.1.　　Use Case Diagram

6.3.   UCTeam

6.3.1.   AssignContentToTeamMember

A Team Leader chooses a team from a list of teams, and is presented with a list ot Team Members. The Leader selects and assigns content from a list of available content.

6.3.1.1.   Use Case Diagram

6.3.1.2.   Sequence Diagrams

6.3.1.3.   UI Sequence Documents/Screen

6.4.   Assign Content For A Team Member Use Case Using Current UI

- The **TeamLeader** enters **TeamProfile** from Headlight homepage.

- **TeamLeader** selects a team in the team description area.

The browser window titled "Team Profile - Netscape" showing the Headlight.com website:

headlight.com
The skills you need are just a click away

Home | My Profile | **Team Profile** | Support | Shopping Cart | Log Out

Team Profile - View Current Teams

Welcome, Jack Hodges!

Click on a team name to:

- add or remove leaners
- enroll learners in courses
- track progress by learner, group, of course.

Team Name	# of Learners	# of Courses Assigned	Last Activity
Test Team	2	0	

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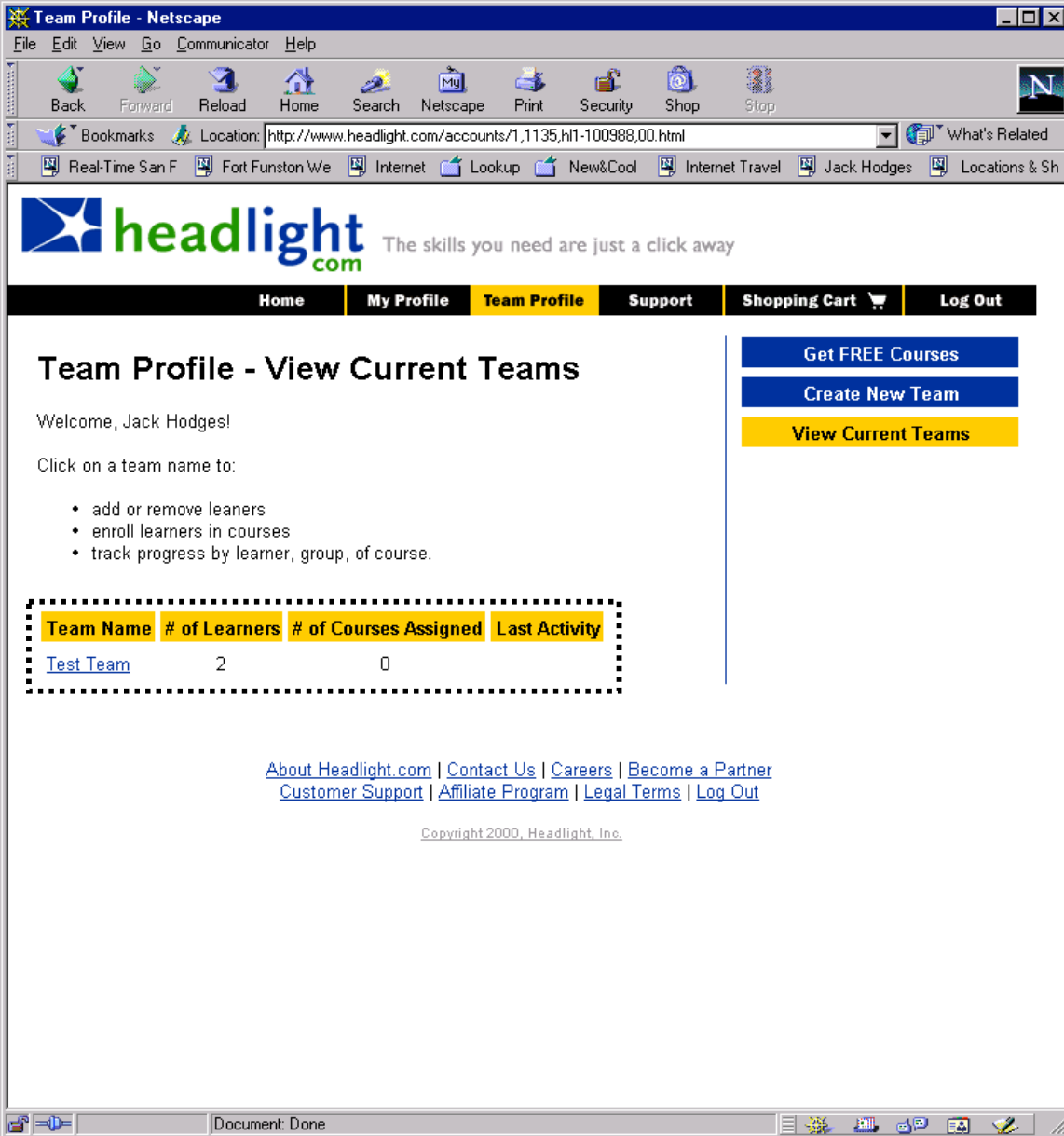
- The **TeamLeader** can now select a **TeamMember** from the list of team members on the team.
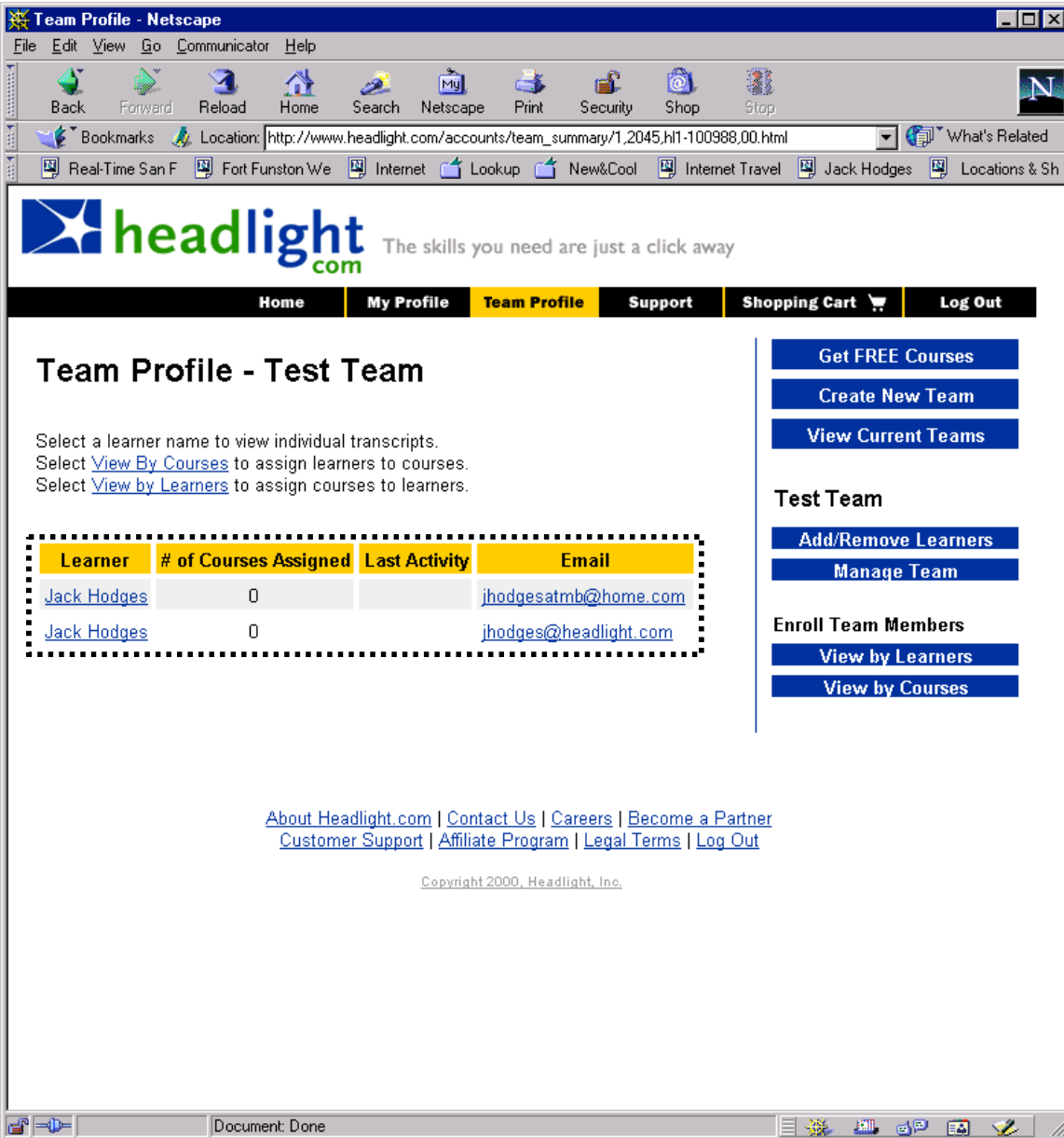
- The **TeamLeader** then selects a course or courses for the team member from the list of available courses, followed by the **Assign Content** button (new UI component?).

6.4.1.　UnassignContentFromTeamMember

The Team Leader chooses a team from a list of teams, and is then presented with a list of Team Members and content that has been assigned to them. The Leader selects a Team Member/Content pair and clicks on the UNASSIGN button.

6.4.1.1.   Use Case Diagram

6.4.1.2.   Sequence Diagrams

6.4.1.3.   UI Sequence Documents/Screen

6.5.   Unassign Content For A Team Member Use Case Using Current UI

- The **TeamLeader** enters **TeamProfile** from Headlight homepage.
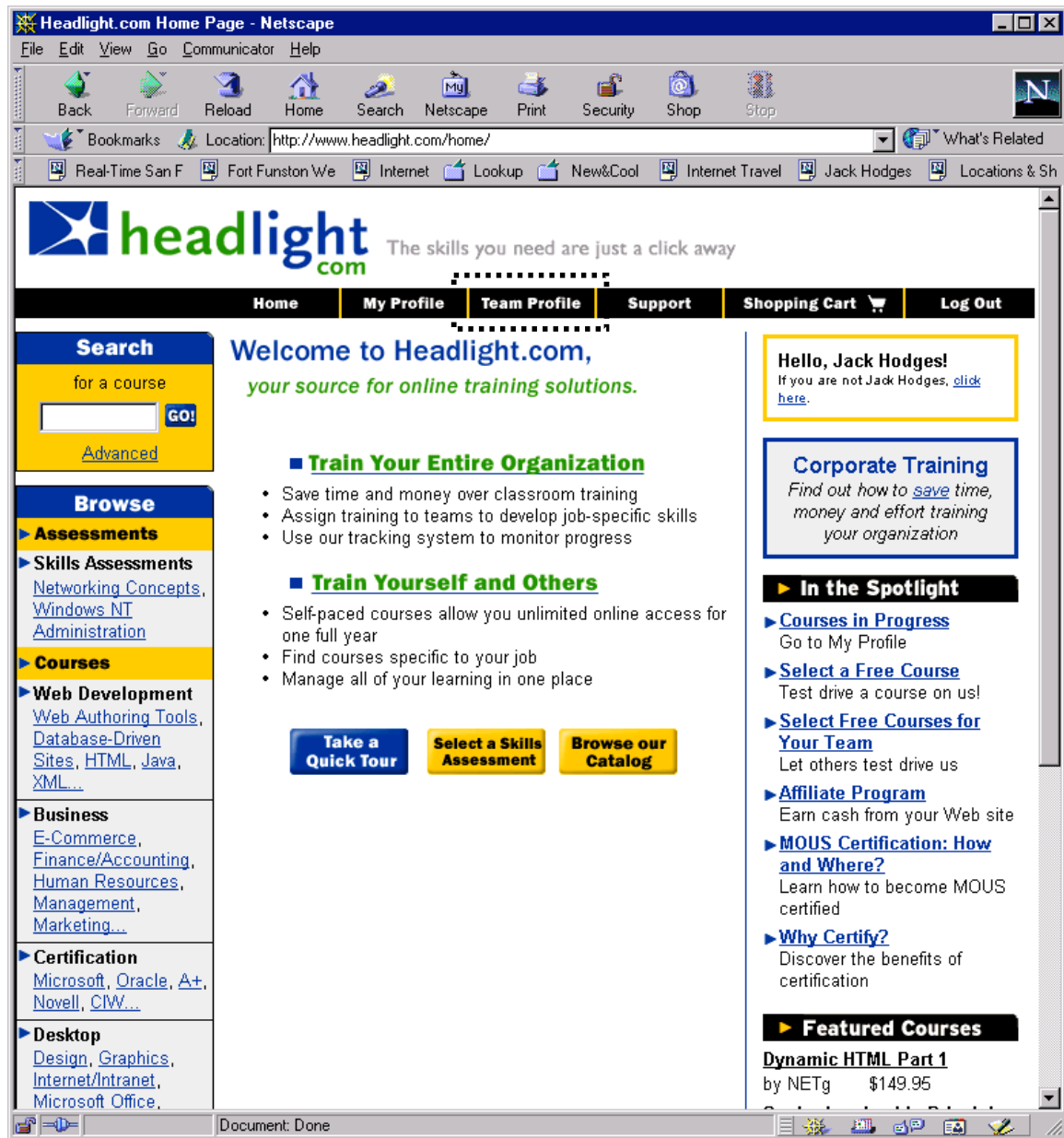
- **TeamLeader** selects a team in the team description area.
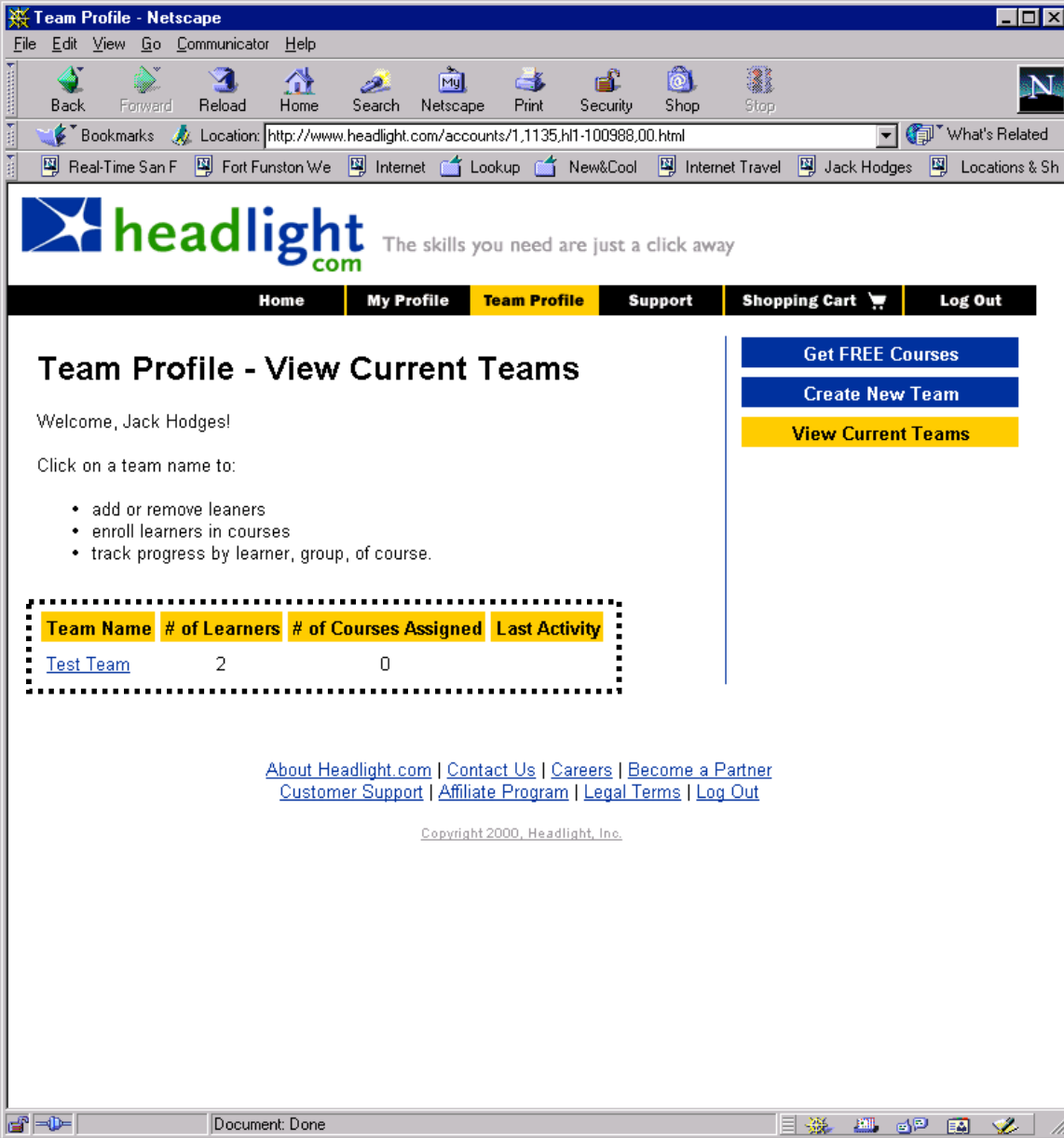
- The **TeamLeader** can now select a **TeamMember** from the list of team members on the team.
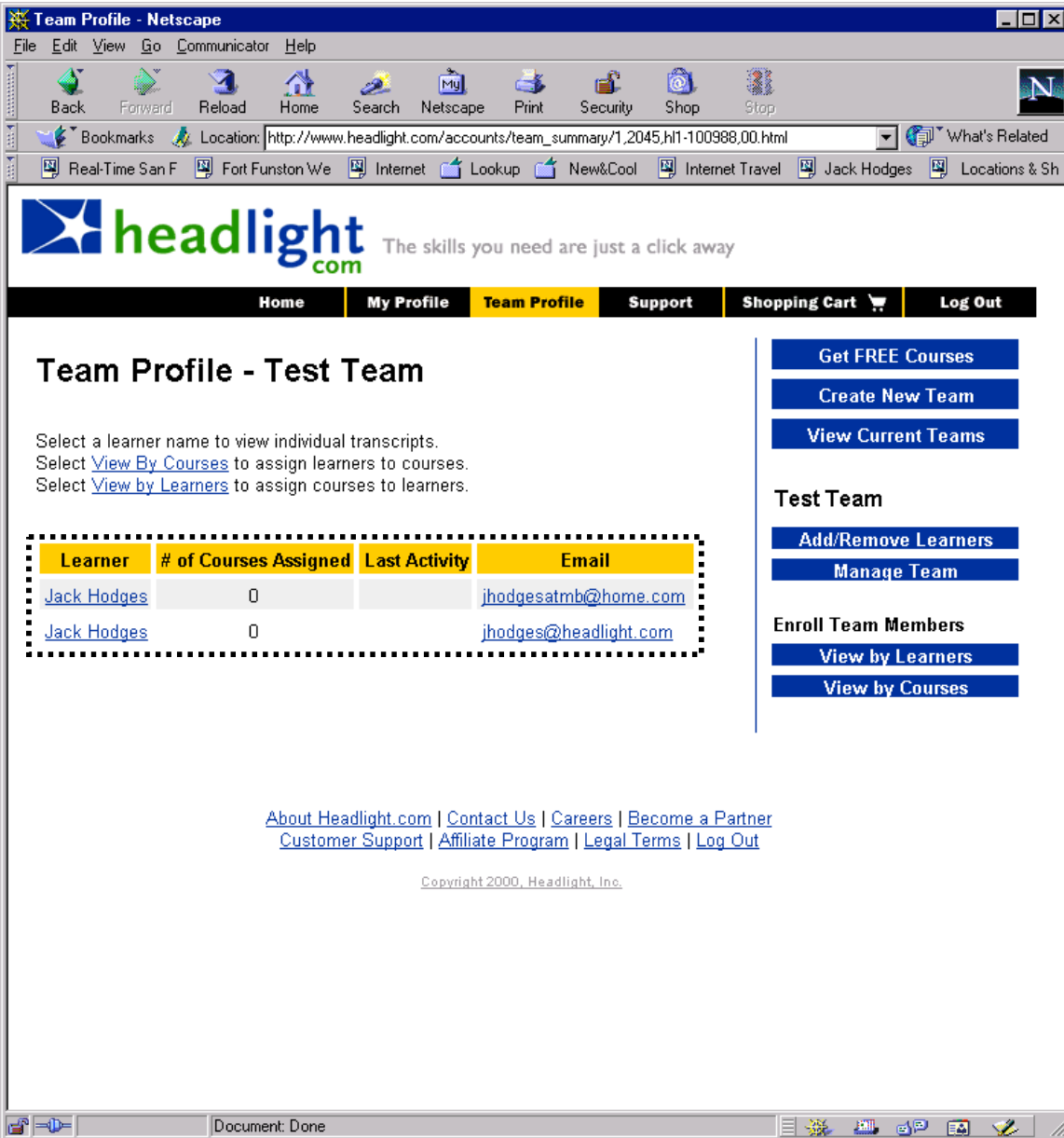
- The **TeamLeader** then selects a course or courses for the team member, followed by the **Unassign Content** button (new UI component?).

6.5.1.   CreateATeam

The Team Leader enters attributes (Team Name, Purpose, etc.) for the team. The Leader enters email addresses and attributes for each Member of the team.

6.5.1.1.   Use Case Diagram
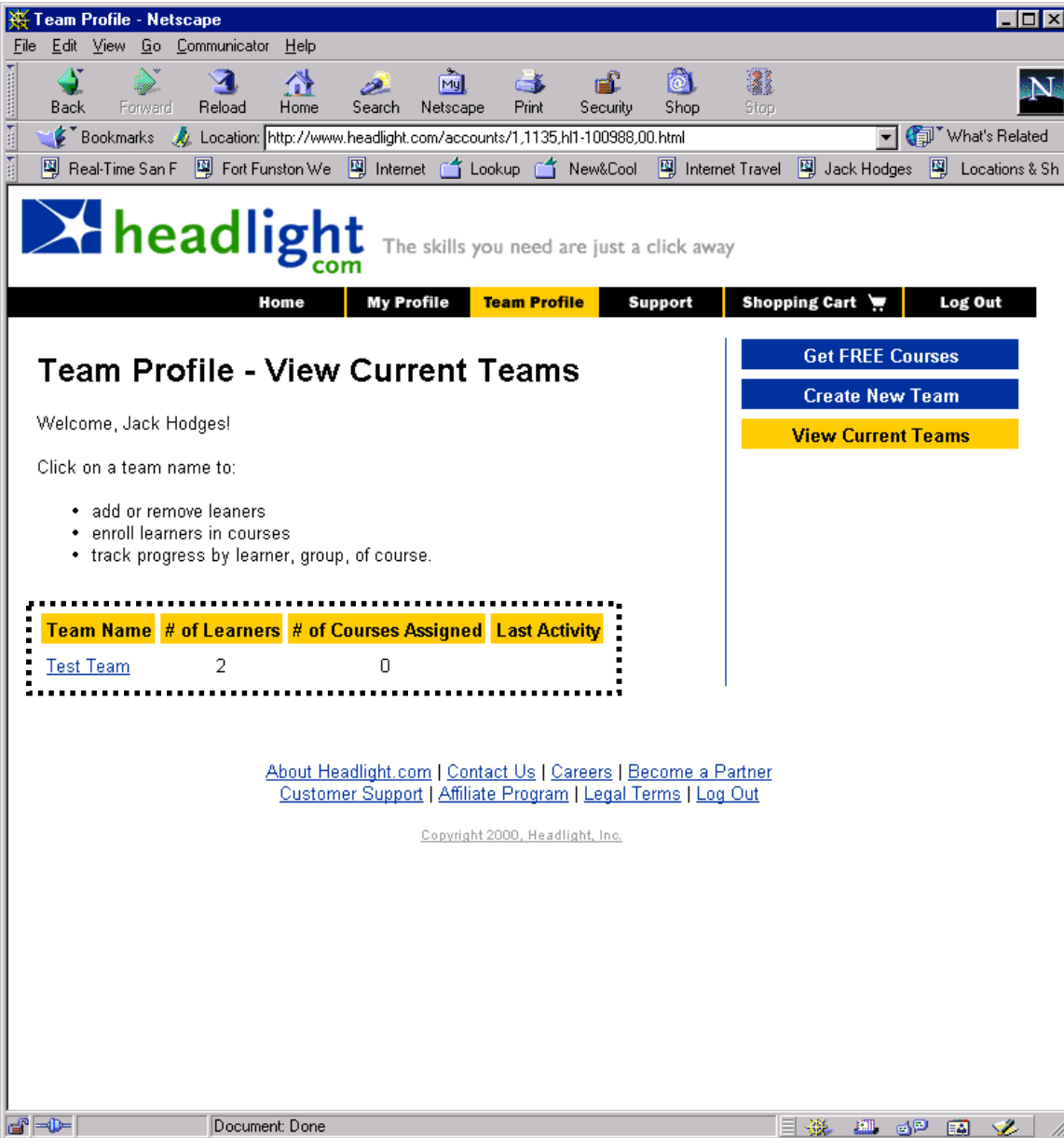
6.5.1.2. Sequence Diagrams

6.5.1.3. UI Sequence Documents/Screen
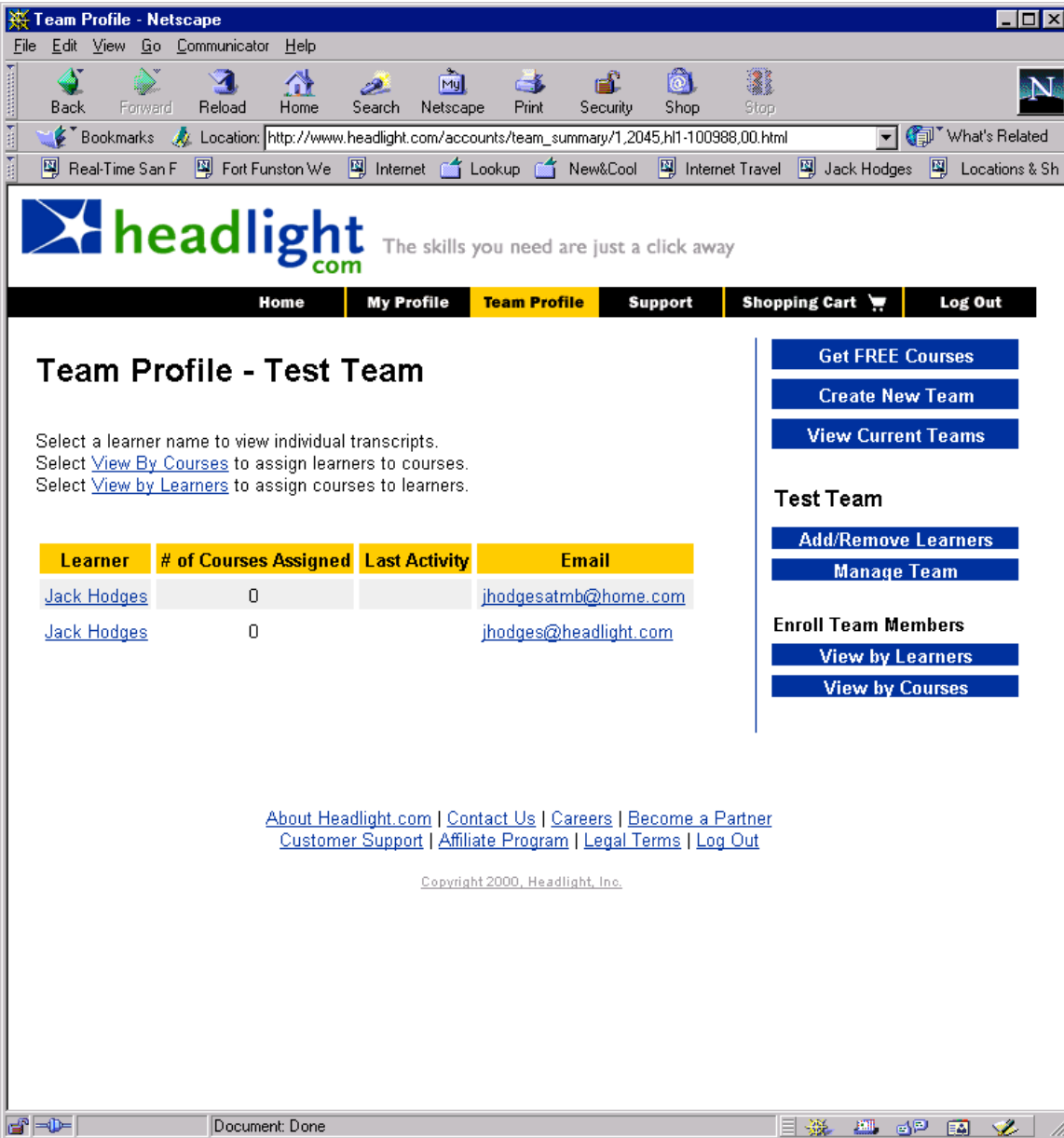
6.6. Create A Team Use Case Using Current UI

- The **TeamLeader** enters **TeamProfile** from Headlight homepage.

- **TeamLeader** selects the **Create New Team** button.
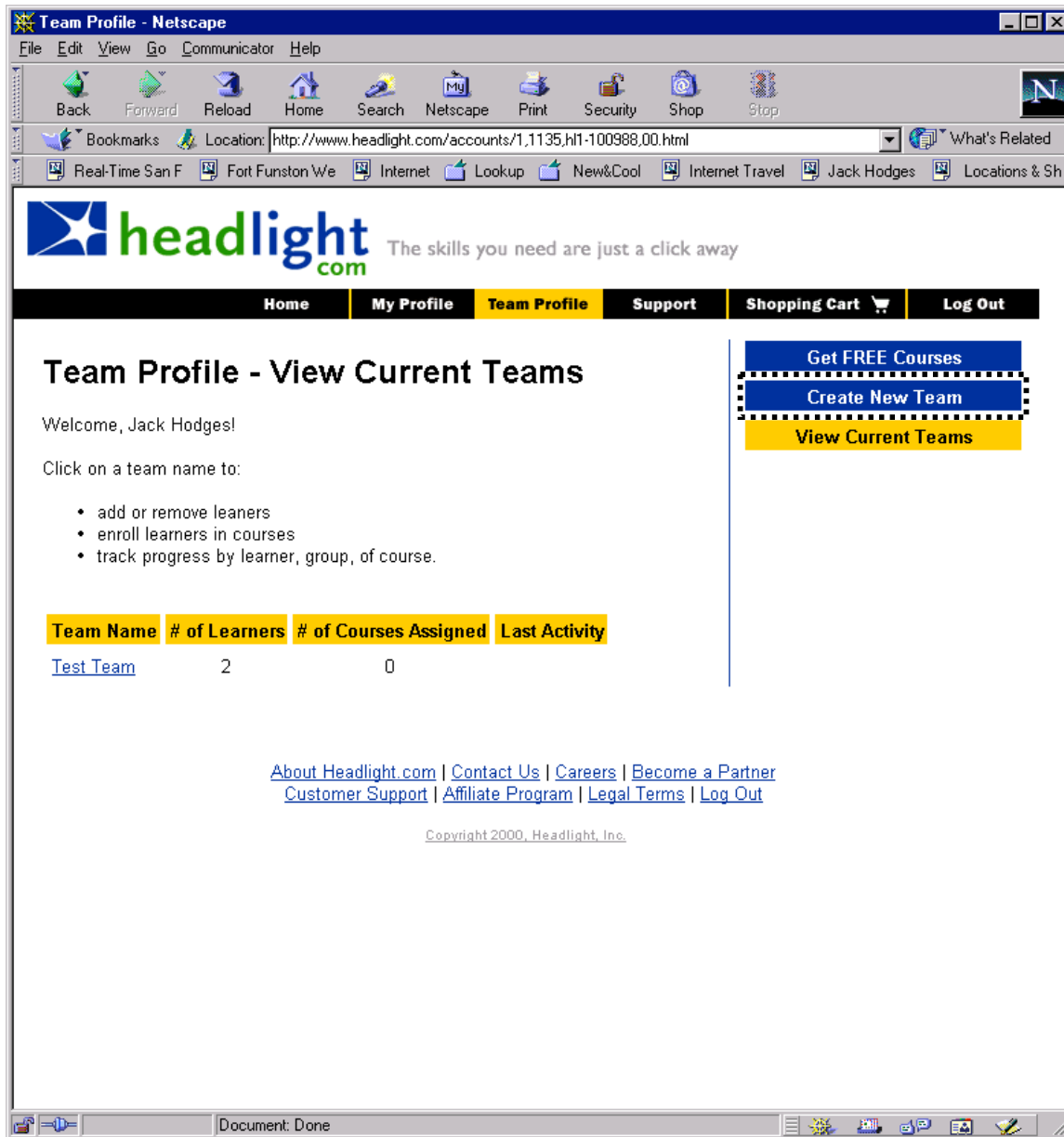
- The **TeamLeader** fills in the name of the team and adds team members by their names and email addresses. Five can be added per page. When done, the **TeamLeader** selects the **Submit** button to create the team.
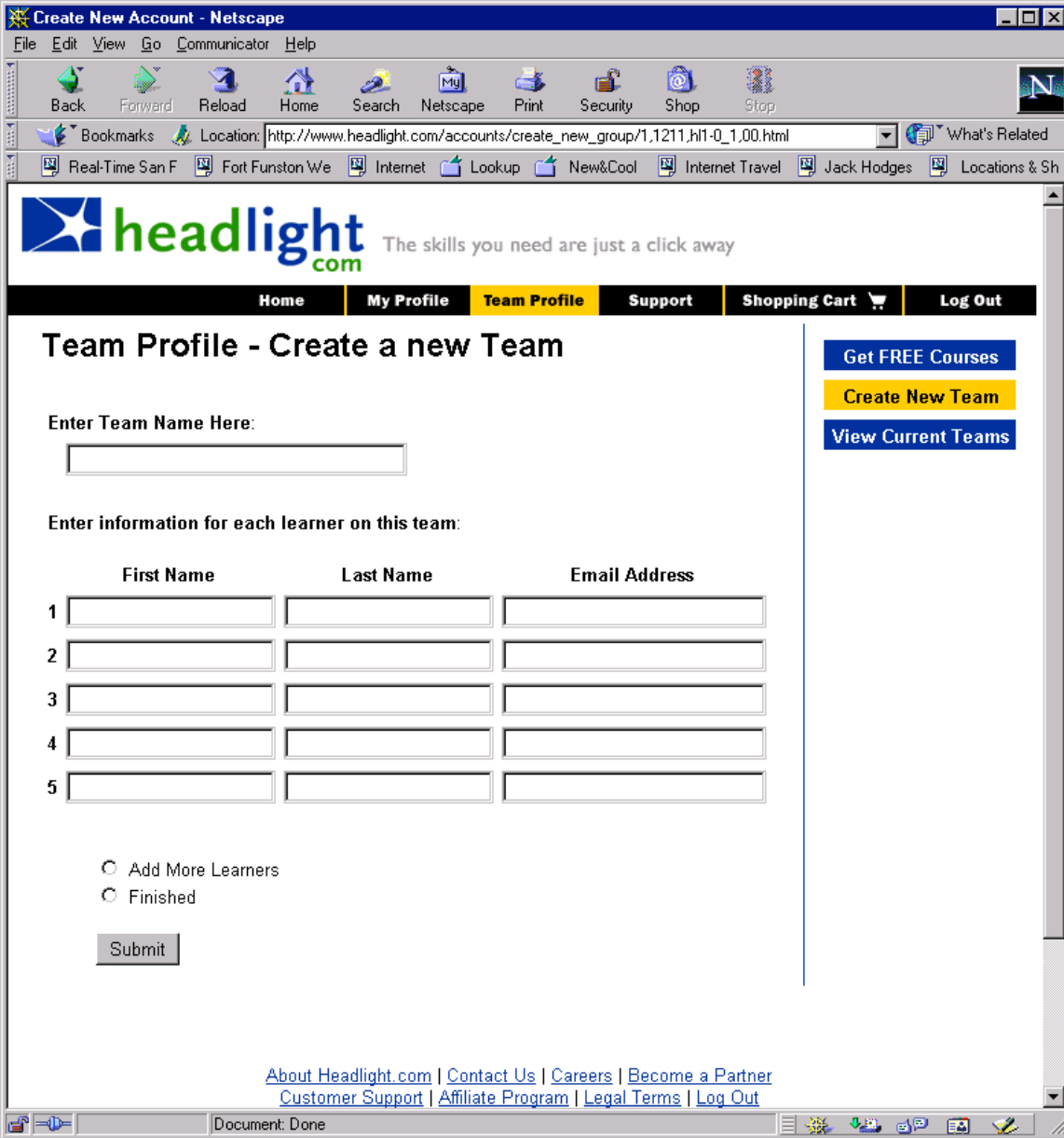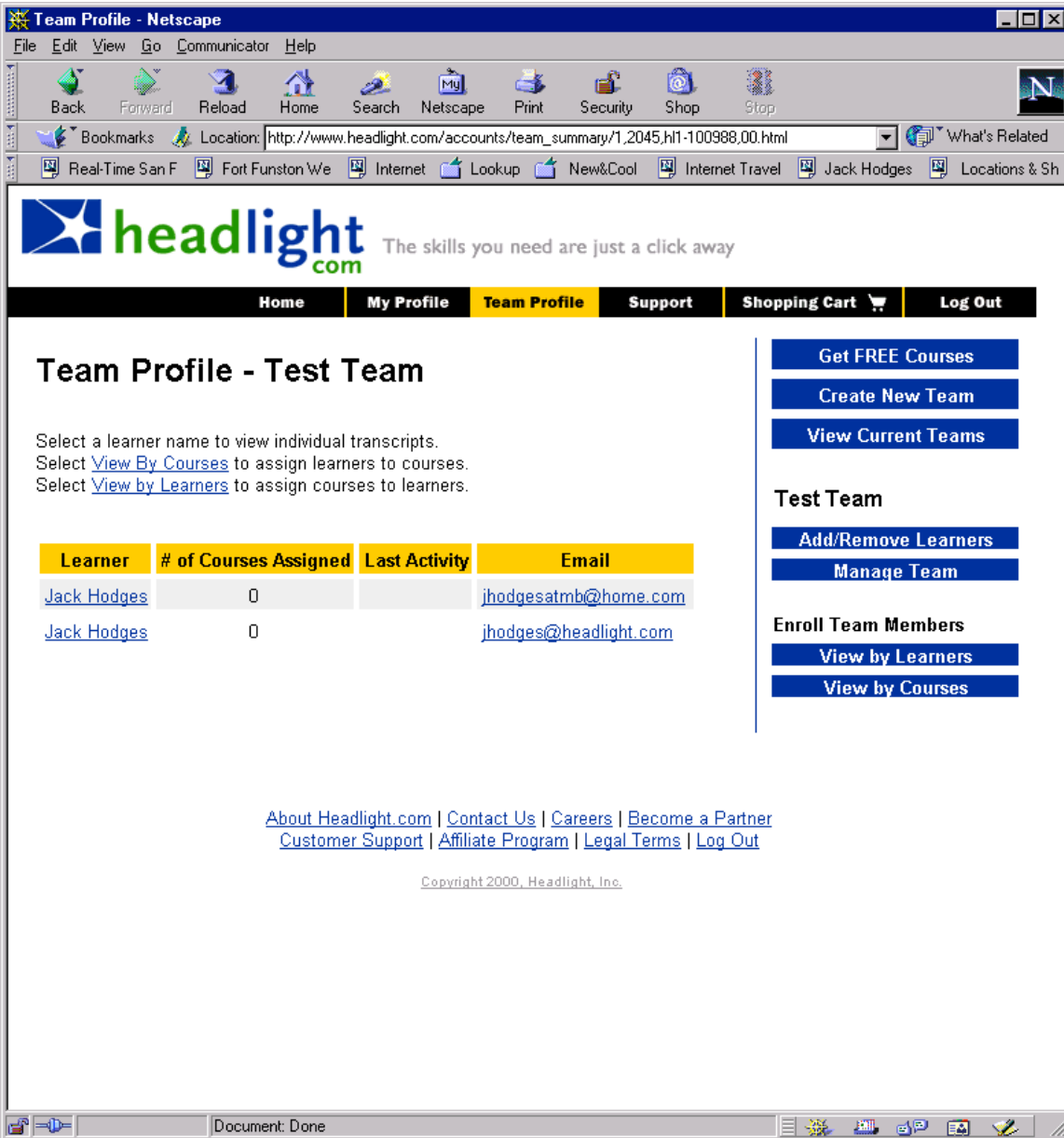
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Home | My Profile | **Team Profile** | Support | Shopping Cart 🛒 | Log Out

Team Profile - Create a new Team

Enter Team Name Here:

[   ]

Enter information for each learner on this team:

	First Name	Last Name	Email Address
1			
2			
3			
4			
5			

○ Add More Learners
○ Finished

[Submit]

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View Current Teams

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- The **TeamLeader** then selects **CreateAssessment** (new element on the **TeamProfile**, which is now subclassed). This takes the **TeamLeader** to the BrainBench **AssessmentBuilder**, which is then linked to this course and these team members. Moreover, the assessment can be timed, so that the team members can only take it for a specific length of time. If BrainBench has no such utility, then Headlight will have to develop one, but this is a significant development task.

6.6.1. DeleteATeam

The Team Leader selects one or more teams from a list and then clicks DELETE. The Leader is presented with a "confirmation" dialog that the selected teams should be deleted.

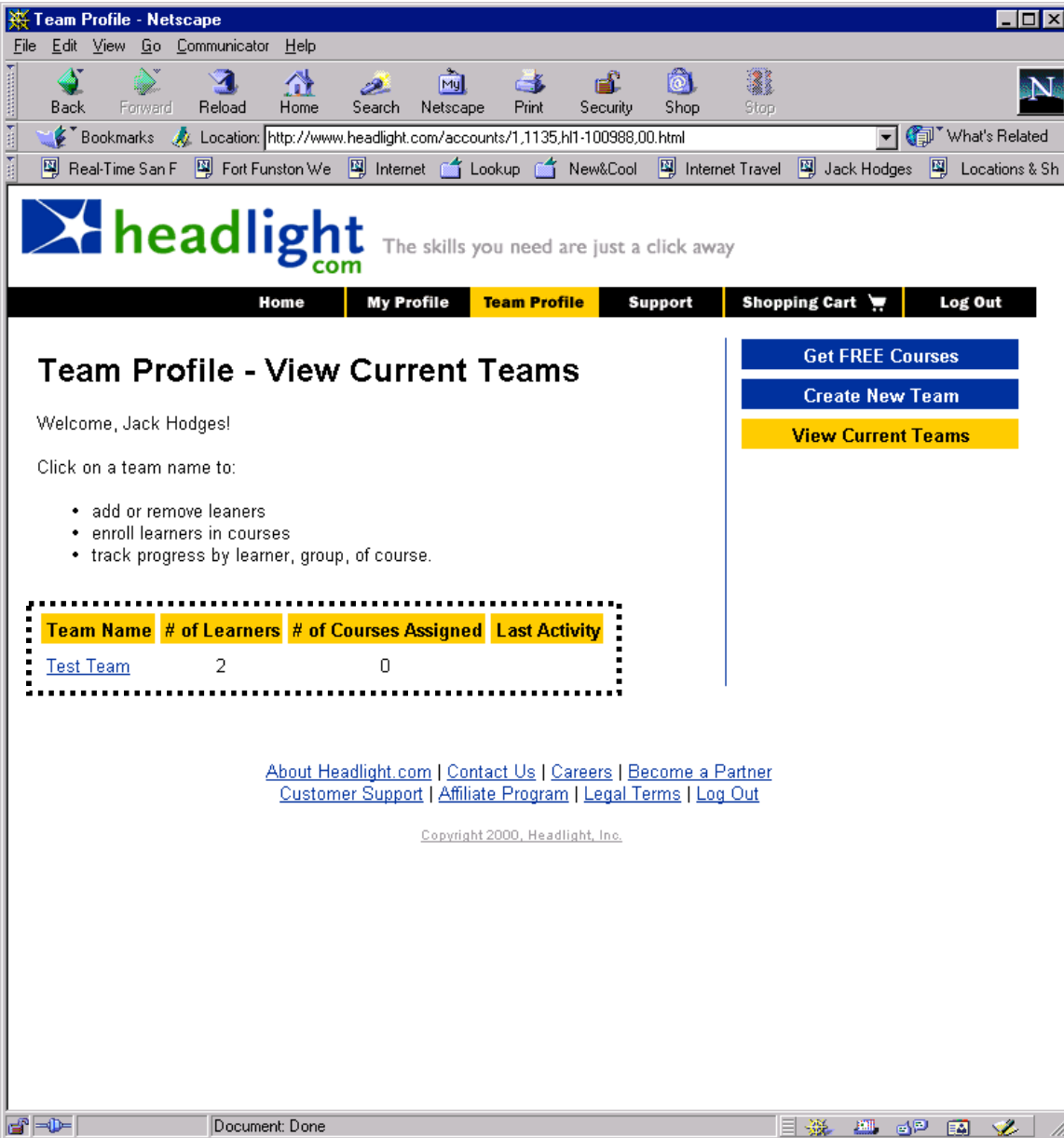6.6.1.1.   Use Case Diagram

6.6.1.2. Sequence Diagrams

6.6.1.3. UI Sequence Documents/Screen

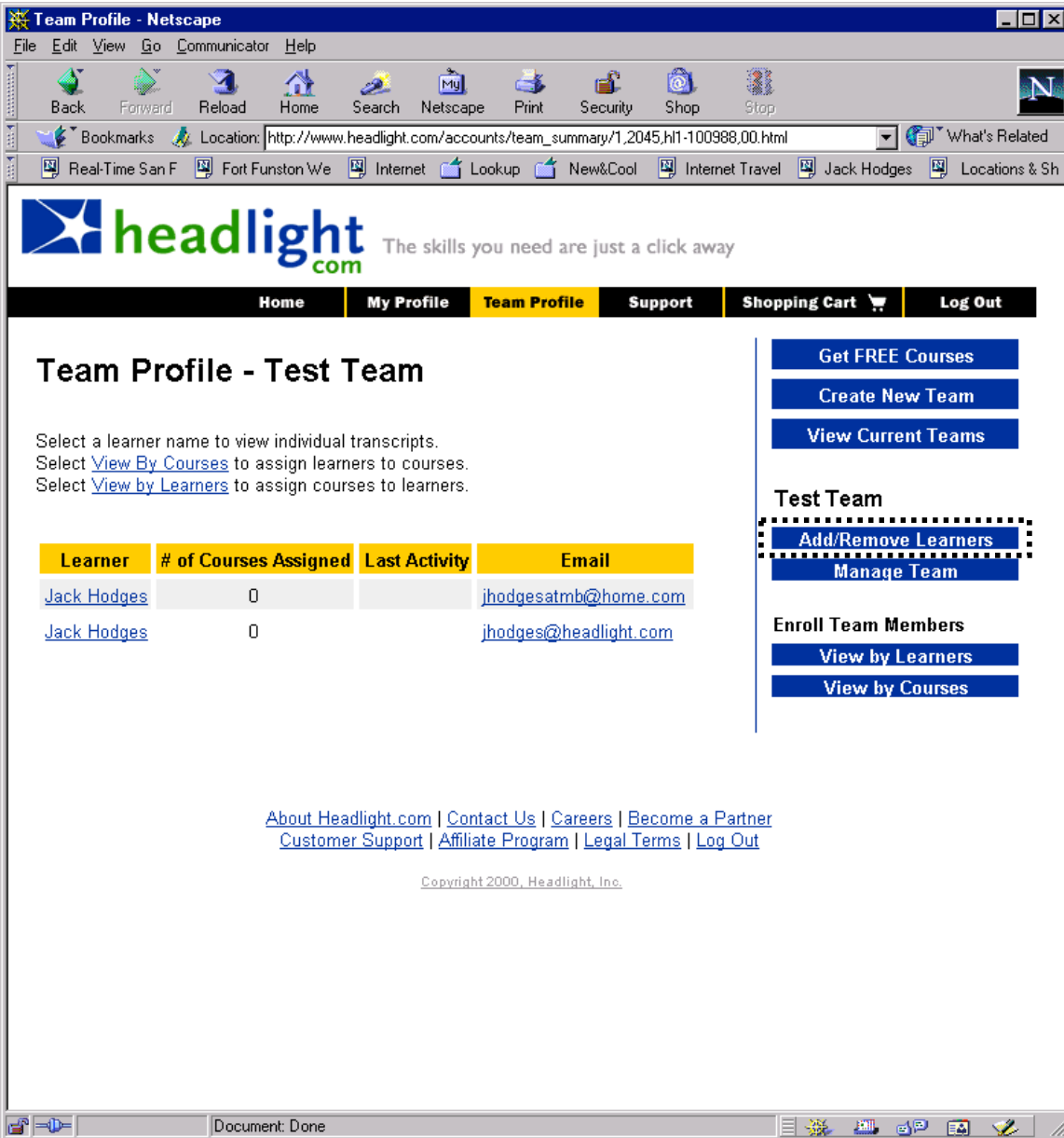## 6.7. Delete A Team Use Case Using Current UI

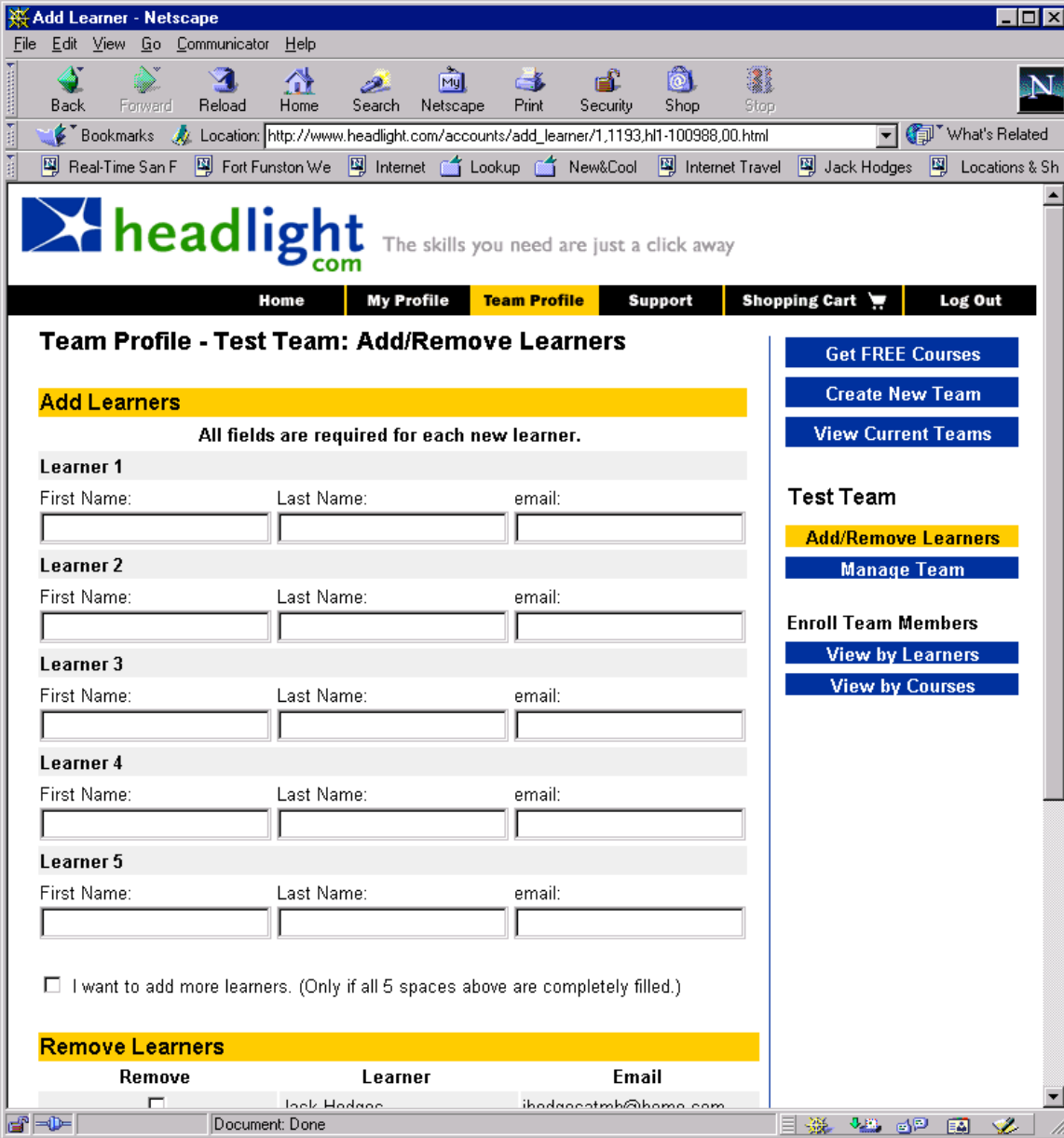- The **TeamLeader** enters **TeamProfile** from Headlight homepage.

- The **TeamLeader** selects the **Delete Team** checkbox (new element in the UI).

- The **TeamLeader** selects a team in the team description area. This should remove al members from the team and then remove the team itself.

- The **TeamLeader** can now select a **TeamMember** from the list of team members on the team. This will allow the **TeamLeader** to construct an assessment for that specific team member. Alternatively, the **TeamLeader** can select **ViewByCourses**, select a course, and then view the team members signed up for that course.

Team Profile - Netscape

File Edit View Go Communicator Help

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Team Profile - Test Team

Select a learner name to view individual transcripts.
Select View By Courses to assign learners to courses.
Select View by Learners to assign courses to learners.

Learner	# of Courses Assigned	Last Activity	Email
Jack Hodges	0		jhodgesatmb@home.com
Jack Hodges	0		jhodges@headlight.com

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Create New Team
View Current Teams

Test Team
Add/Remove Learners
Manage Team

Enroll Team Members
View by Learners
View by Courses

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- The **TeamLeader** then selects **CreateAssessment** (new element on the **TeamProfile**, which is now subclassed). This takes the **TeamLeader** to the BrainBench **AssessmentBuilder**, which is then linked to this course and these team members. Moreover, the assessment can be timed, so that the team members can only take it for a specific length of time. If BrainBench has no such utility, then Headlight will have to develop one, but this is a significant development task.

6.7.1.   AddMemberToTeam

The Team Leader chooses a team from a list of teams. The Leader then clicks ADD MEMBER. The Leader enters the email address and attributes for the team member, and is presented with the option to email the new team member a notification of his addition to the team.

6.7.1.1.   Use Case Diagram

6.7.1.2.　　Sequence Diagrams

6.7.1.3.　　UI Sequence Documents/Screen
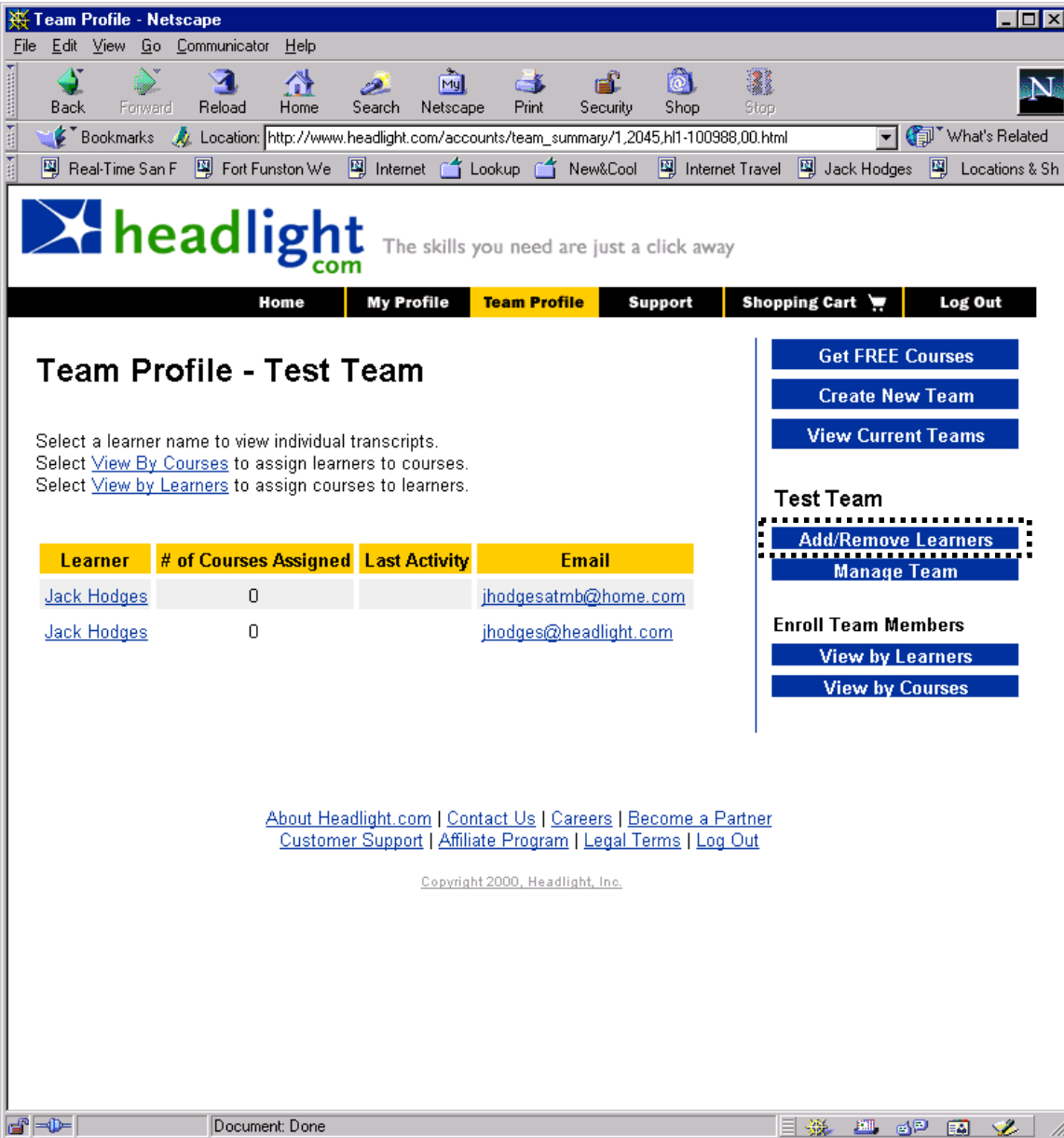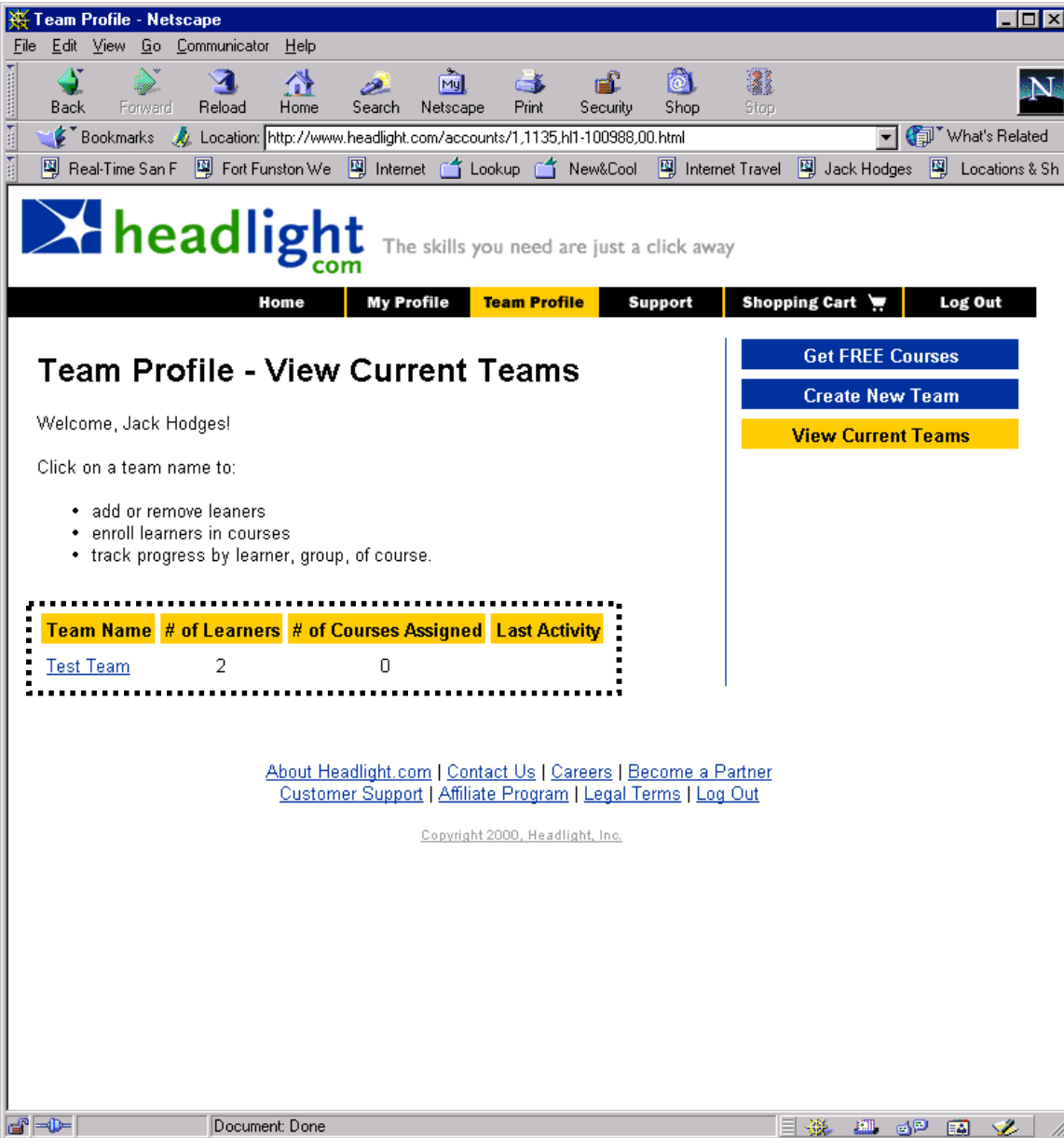
6.8.　　Add A Team Member Use Case Using Current UI

- The **TeamLeader** enters **TeamProfile** from Headlight homepage.

- **TeamLeader** selects a team in the team description area.

Team Profile - Netscape

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Team Profile - View Current Teams

Welcome, Jack Hodges!

Click on a team name to:

- add or remove leaners
- enroll learners in courses
- track progress by learner, group, of course.

Team Name	# of Learners	# of Courses Assigned	Last Activity
Test Team	2	0	

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- The **TeamLeader** can now select one or more **TeamMember**s from the list of team members on the team.

- The **TeamLeader** then fills in the information for new team members. Five members can be added at a time. When the Team Leader is done, the **Process Additions and Deletions** button is selected.

6.8.1.   RemoveMemberFromTeam

The Team Leader chooses a team from a list of teams. The Leader is presented with a list of team members. The Leader selects one or more team members and then clicks REMOVE. The Leader is then presented with a "confirmation" dialog and the option to send an email in order to notify each team member tha they have been removed from the team.

6.8.1.1.   Use Case Diagram

6.8.1.2.   Sequence Diagrams

6.8.1.3.   UI Sequence Documents/Screen

## 6.9.   Remove A Team Member Use Case Using Current UI

- The **TeamLeader** enters **TeamProfile** from Headlight homepage.

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Home | My Profile | Team Profile | Support | Shopping Cart | Log Out

Search
for a course

[   ] GO!

Advanced

Browse

▶ **Assessments**

▶ Skills Assessments
Networking Concepts,
Windows NT
Administration

▶ **Courses**

▶ Web Development
Web Authoring Tools,
Database-Driven
Sites, HTML, Java,
XML...

▶ Business
E-Commerce,
Finance/Accounting,
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Management,
Marketing...

▶ Certification
Microsoft, Oracle, A+,
Novell, CIW...

▶ Desktop
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Internet/Intranet,
Microsoft Office,

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- Assign training to teams to develop job-specific skills
- Use our tracking system to monitor progress

■ Train Yourself and Others
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Hello, Jack Hodges!
If you are not Jack Hodges, click here.

Corporate Training
Find out how to save time, money and effort training your organization

▶ **In the Spotlight**

▶ Courses in Progress
Go to My Profile

▶ Select a Free Course
Test drive a course on us!

▶ Select Free Courses for Your Team
Let others test drive us

▶ Affiliate Program
Earn cash from your Web site

▶ MOUS Certification: How and Where?
Learn how to become MOUS certified

▶ Why Certify?
Discover the benefits of certification

▶ **Featured Courses**

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- **TeamLeader** selects a team in the team description area.

Team Profile - Netscape

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Team Profile - View Current Teams

Welcome, Jack Hodges!

Click on a team name to:

- add or remove leaners
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- track progress by learner, group, of course.

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Create New Team
View Current Teams

Team Name	# of Learners	# of Courses Assigned	Last Activity
Test Team	2	0	

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- The **TeamLeader** can now select one or more **TeamMember**s from the list of team members on the team.

- The **TeamLeader** then fills in the information for new team members. All the team members are listed, and can be removed by checking the box by their names. When the Team Leader is done, the **Process Additions and Deletions** button is selected.

6.9.1.   CheckTeamStatus

The Team Leader chooses a team from a list of teams. The Leader is presented with a list of team members and summary information for each member. The Leader can click on each team member in order to drill down for more detail.

6.9.1.1. Sequence Diagrams

6.9.1.2. UI Sequence Documents/Screen

6.10. Check A Team Status Use Case Using Current UI

- The **TeamLeader** enters **TeamProfile** from Headlight homepage.

- **TeamLeader** selects a team in the team description area.

- The **TeamLeader** can now select a **TeamMember** from the list of team members on the team. This will allow the **TeamLeader** to check that team member's individual status.

- The **TeamLeader** should be able to select **Team Status Report**, and have it displayed by team members and by course.

6.10.1. RunTeamReports

The Team Leader clicks REPORTS, and is presented with a series of reporting options. The Leader selects appropriate options, and then clicks GENERATE REPORT to view the results.

6.10.1.1. Use Case Diagram

6.10.1.2. Sequence Diagrams

6.10.1.3. UI Sequence Documents/Screen

6.11. Run Team Reports Use Case Using Current UI

- The **TeamLeader** enters **TeamProfile** from Headlight homepage.

- **TeamLeader** selects a team in the team description area.
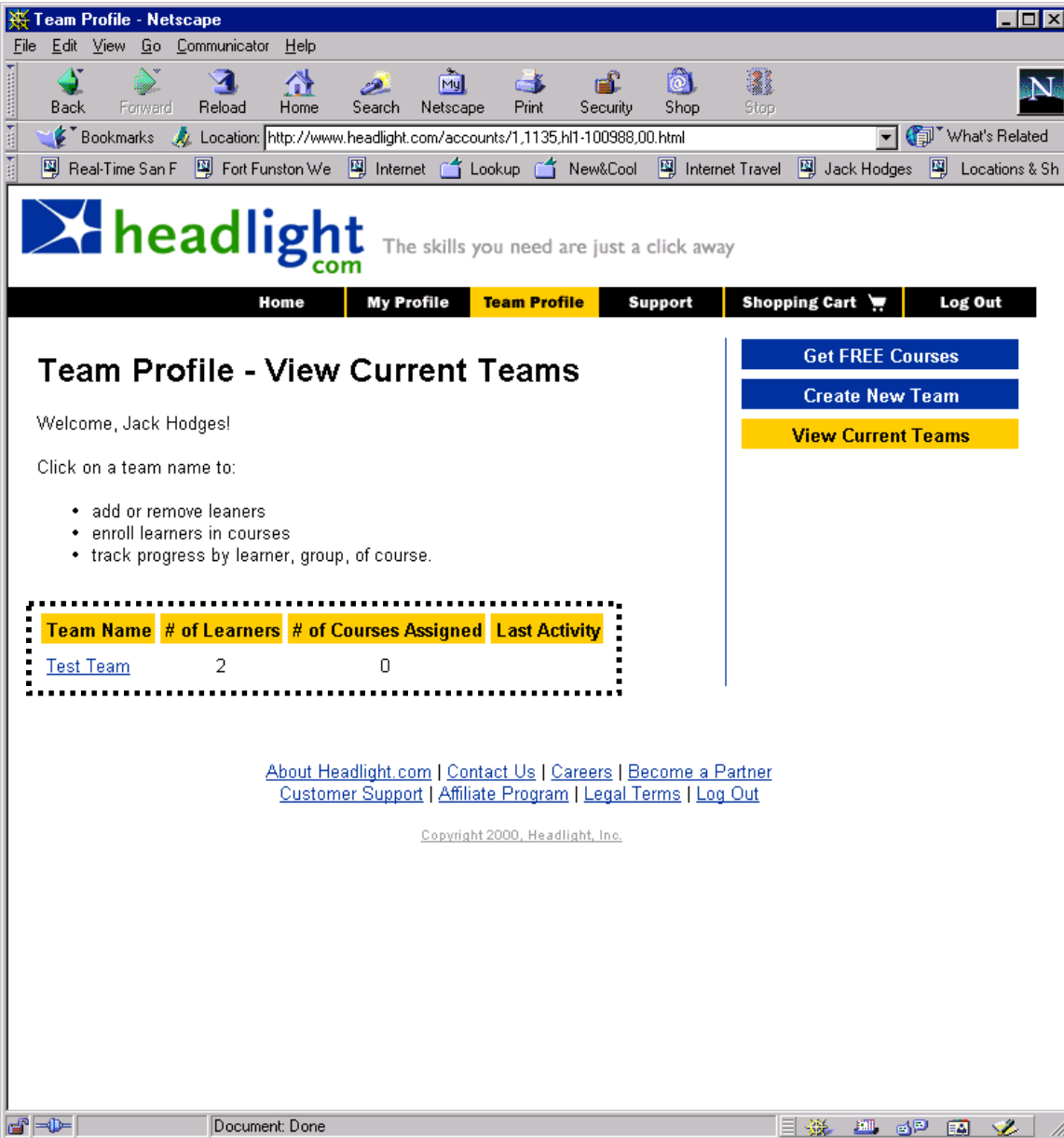
- The **TeamLeader** can now select a **TeamMember** from the list of team members on the team. This will allow the **TeamLeader** to check that team member's individual status.

- The **TeamLeader** should be able to select **Team Report** from a reporting utility, such as BlueMartini, from outside the webpage.

6.11.1. SendEmailToTeamMember

The Team Leader chooses a team from a list of teams. The Leader is presented with a list of team mebers. The Leader clicks EMAIL next to the appropriate team member, and is then presented with an email dialog.

6.11.1.1. Use Case Diagram

6.11.1.2.   Sequence Diagrams

6.11.1.3.   UI Sequence Documents/Screen

## 6.12.   Send Email To A Team Member Assessment Use Case Using Current UI

- The **TeamLeader** enters **TeamProfile** from Headlight homepage.

- **TeamLeader** selects a team in the team description area.
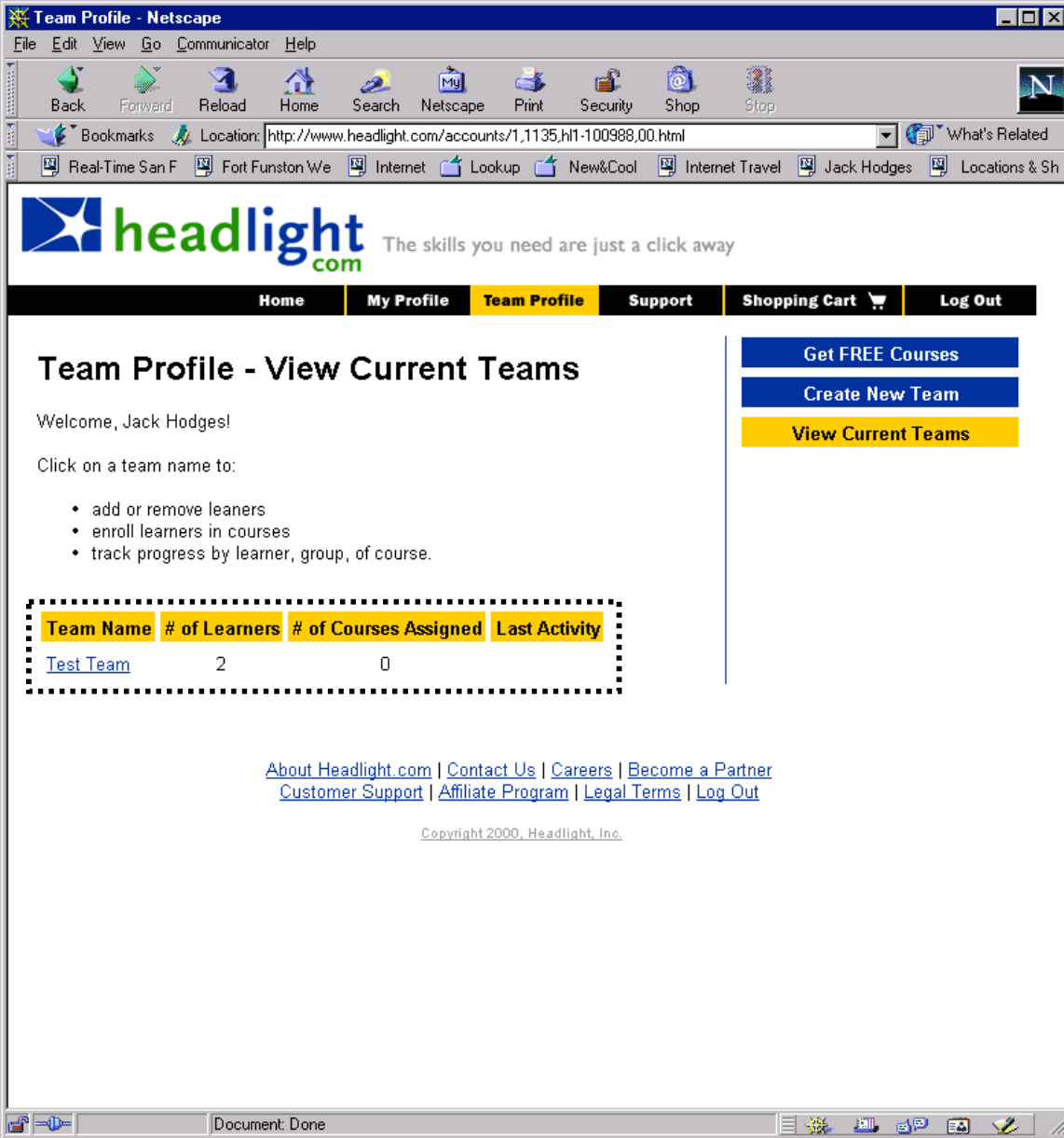
- The **TeamLeader** can now select one or more **TeamMember**s from the list of team members on the team.
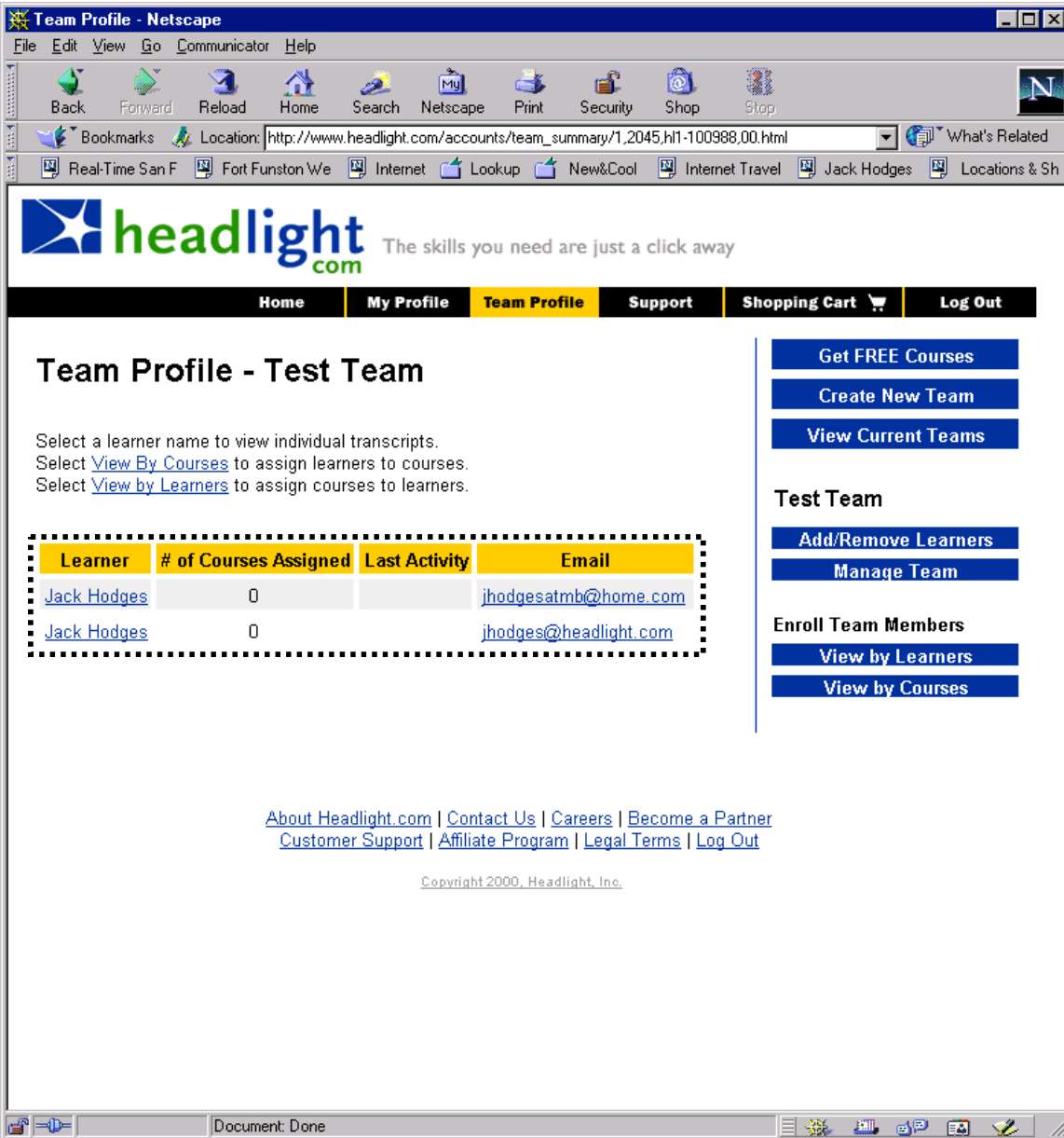
- The **TeamLeader** then selects **Send Mail** (new element on the **TeamProfile**, which is now subclassed). This takes the **TeamLeader** to the BlueMartini mail construction tool.

- The **TeamLeader** writes a subject and body, and then hits the **Send** button to send the mail.

6.12.1.   ChatWithTeamMember

The Team Leader chooses a team from a list of teams. The Leader is presented with a list of team members. The Leader clicks CHAT next to the appropriate team member and the chat tool is launched (similar to email).

6.12.1.1.   Use Case Diagram

6.12.1.2.   Sequence Diagrams

6.12.1.3.   UI Sequence Documents/Screen

6.13.   Chat With A Team Member Assessment Use Case Using Current UI

- The **TeamLeader** enters **TeamProfile** from Headlight homepage.

- **TeamLeader** selects a team in the team description area.

- The **TeamLeader** can now select one or more **TeamMember**s from the list of team members on the team.
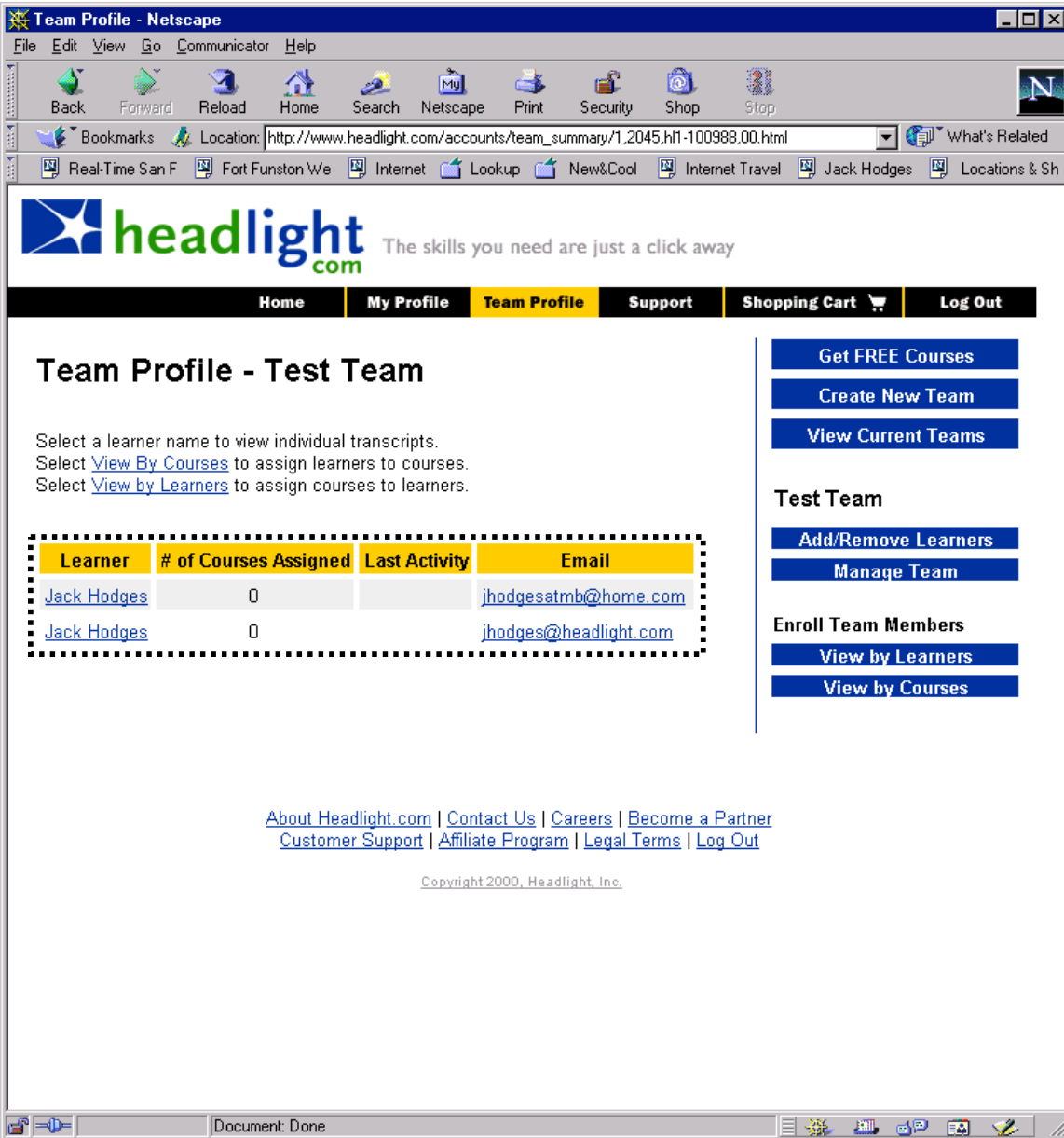
- The **TeamLeader** then selects **Chat** (new element on the **TeamProfile**, which is now subclassed). This takes the **TeamLeader** to the BlueMartini chat tool.

- The **TeamLeader** , assuming a connection can be made to the team member(s), talks with them until the **Team Leader** hits the **End Session** button.

- Should we add a **Save Session** button? A **Print Session** button? Maybe they will already be a part of the tool.

6.13.1.   ReceiveCompletionNotification

The Team Leader receives email when a Learner on one of their teams has completed an assigned piece of content.

6.13.1.1.   Use Case Diagram

6.13.2.   CompletionOverdueNotification

The Learner receives email when the expected completion for an assigned piece of content has been reached and it has not yet been completed.

6.13.2.1.   Sequence Diagrams

6.13.3.   AssignmentNotification

The Learner receives email with details about the course that has been assigned and any other comments the person who assigned the course has entered. The Learner can click on the link in the email that takes him directly to "MyCourses."

6.13.3.1.   Use Case Diagram

6.13.3.2.   Sequence Diagrams

6.13.4.   ExpectedCompletionNotification

The Learner receives email with details about when the Team Leader expects it to be completed.

6.13.4.1.   Use Case Diagram

6.13.4.2.   UI Sequence Documents/Screen

6.14.   Assignment Notification For A Team Member Use Case Using Current UI

- The **TeamLeader** enters **TeamProfile** from Headlight homepage.

- **TeamLeader** selects a team in the team description area.

- The **TeamLeader** can now select a **TeamMember** from the list of team members on the team.
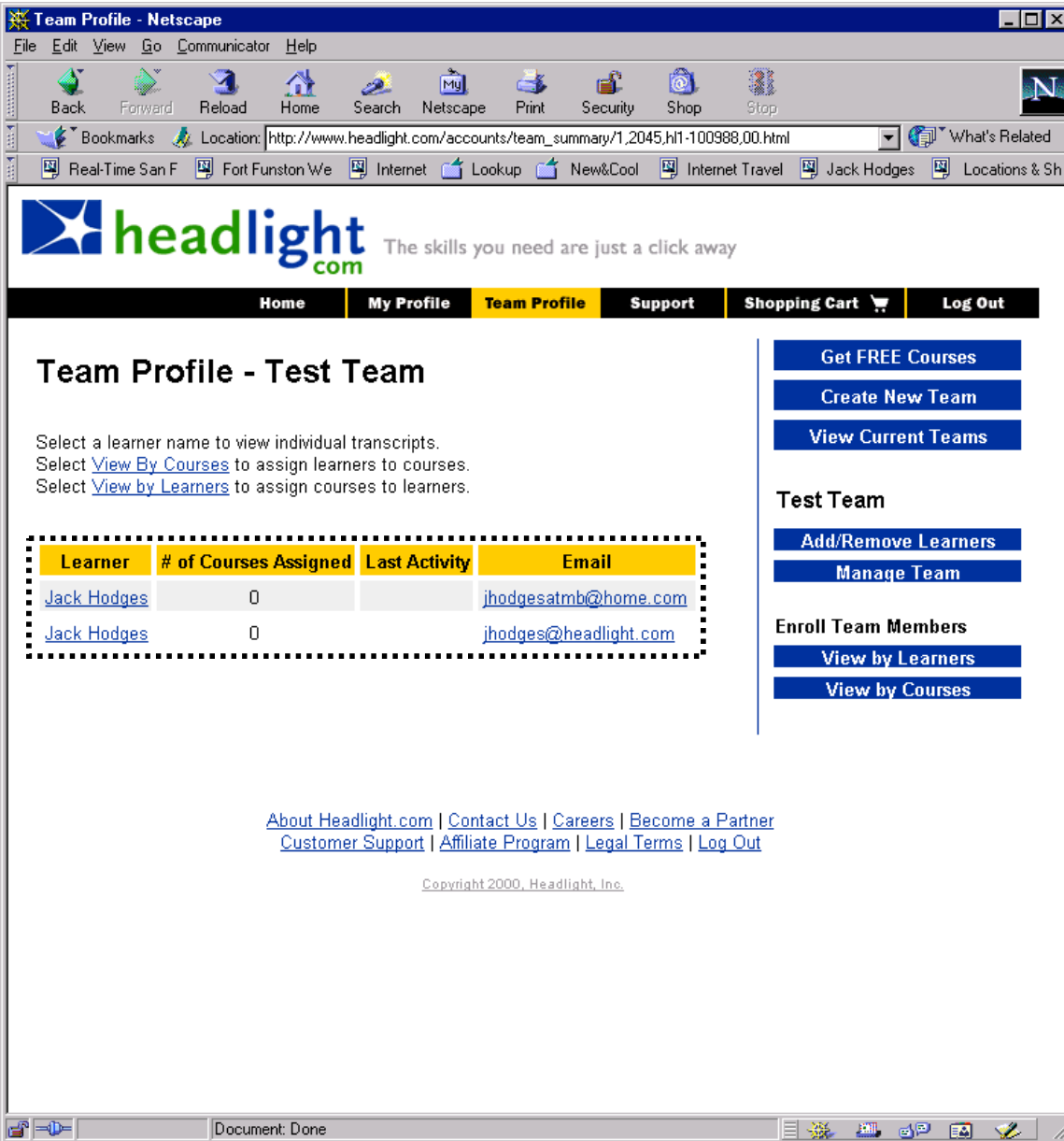
- The **TeamLeader** then selects a course or courses for the team member from the list of available courses, and the expected date of completion, followed by the **Assign Content** button (new UI component?).

- When this is done, the team member is send mail notification of the new assignment. The team member is also informed of the expected completion date.

6.15.   UCCobrand

6.15.1.   CobrandASite

Cobrand a site. An admin utility will allow Actor to customize various co-brand templates (standard, Tier 1, etc.) Functionality will include the following use cases (login through modify home page text): 49-52Purpose is to track co-branded site traffic, purchases, site trends, etc. on an ongoing basis.

6.15.2.   Login

Log-in to administration utility. The cobrand administrator enters their login ID and password in the text field to gain access to the template administration utility.

6.15.3.   SelectTemplate

Select template. Actor enters log0in ID and password in text field to access template admin utility.

6.15.4.   CreateTemplate

Create template. Actor selects an "unformatted" template (standard, Tier 1, etc.) from a list, enters a name into a field, and clicks OK.

6.15.5.   ModifyTemplate

Modify template. Actor selects existing template, modifies as needed (including template name), and clicks save.

6.15.6.   DeleteTemplate

Delete template. Actor selects template name from a list and clicks delete. Actor is asked to confirm deletion and click OK.

6.15.7.   AddColors

Add colors. Actor selects one color from the "light" color paletter, and one color form the "dark" color palette, then clicks OK.

6.15.8.   AddLogo

Add logo. Actor completes a field with the path to the logo file and logo file name.

6.15.9.   ChangeColors

Change colors. Actor selects new colors from one or both color palettes, and then clicks OK.

6.15.10.   ChangeLogo

Change logo. Actor enters a new path or logo filename in field, and then clicks REPLACE.

6.15.11.   AddFeaturedCourses

Add featured courses. Actor enters featured course title, publisher, price, and rating into field(s), and then clicks OK. Actor repeats this action for additional courses.

6.15.12.   RemoveFeaturedCourses

Remove featured courses. Actor selects featured course and clicks DELETE.

6.15.13.   ModifyFeaturedCourses

Modify featured courses. Actor entes updated featured course information into field(s), and then clicks REPLACE.

6.15.14. AddSpecialPromotionToCobrandedSite

Add special promotion to co-branded site. Actor selects name of special promotion from a list, date/time to add to the site, and clicks ADD. Actor can also type in a text field "promotion reminder" text that will appear on secondary site pages, shopping cart pages, etc. Repeat the process to add additional promotions.

6.15.15. RemoveSpecialFeatureFromCobrandedSite

Remove special feature from co-branded site. Actor selects featured course and clicks DELETE.

6.15.16. AddChannels

Add channels. Actor inputs new channels and subchannels in text field.

6.15.17. RemoveChannels

Remove channels. Actor selects channels and clicks DELETE. Actor is asked to confirm deletion and click OK.

6.15.18. ChangeChannelOrderOnBrowseTree

Change channel order on browse tree. Actor selects channels and indicates order on browse tree.

6.15.19. AddLinks

Add links. Actor types a link name and URL into text fields and cliscks OK.

6.15.20. RemoveLinks

Remove links. Actor selects link name and clicks DELETE. Acotr is asked to confirm the deletion and click OK.

6.15.21. ModifyHomePageTextForCobrandedSite

Modify home page text for co-branded site. Actor types and/or edits his home page text in text fields and clicks OK.

6.15.22. AddNewPartnerOnDistribPartPageAtHL

Add new partner on distribution partners page at Headlight. Actor types a name, logo filename, path to the logo file, co-branded site link name and URL, partner link name and URL into text fields. Links will open a separate browser window.

6.15.23.   ChangePartnerLogoOnDistribPartPageAtHL

Change partner logo on distribution partners page at Headlight. Actor replaces logo filename and/or path to logo file and clicks OK.

6.15.24.   UserClicksHeadlightLinkOnPartnerSite

User clicks Headlight link on partner site. Link brings user to co-branded homepage or other landing page. Hit and initial hit location are tracked in the database.

6.15.25.   RegisteredUserDataPass

Registered user data pass. User logs into a partner site, and clicks on a link to a Headlight co-branded site. The system passes user ID data from the partner site to the Headlight site. The user will not have to re-register on Headlight to access non-secure areas on the Headlight site, and the same user ID/password used on the partner site will be recognized by the Headlight co-branded site to allow access to secure areas.

6.15.26.   NonregisteredUserDataPass

Non-registered user data pass. A user will be required to register to access certain areas of a co-branded site. If requested from the partner, Headlight passes user ID data to the partner in an agreed-upon format.

6.15.27.   PartnerSpecialPromotionOnHeadlightSite

Partner special promotion on the Headlight site. A learner clicks on a special promotion link on the Headlight site and is routed to a co-branded site special promotions page.

6.15.28.   Reporting

Reporting. A reporting utility will allow an Actor to generate reports on a co-branded site's metrics. Functionality will include the following use-cases: 77-91.

6.15.29.   LoginToReportingUtility

Log-in to reporting utility. Actor enters log-in ID/password in a text field to access the reporting utility.

6.15.30.   CreateModifyDeletePresetCobrandedSiteGroups

Create, modify, or delete preset co-branded site groups. Actor selects multiple partner/co-branded site names, enters the name of a group into a text field, and clicks CREATE GROUP. Of course, maybe this should be UPDATE GROUP, since that allows for any of the commands.Purpose is to give the Site Administrator the ability to run reports that consolidate data from a pre-defined group of co-branded sites (such as HR partners, marketplace partners, small business partners, etc.).

6.15.31.   Report#UniqueVisitorsForCobrandedSiteSubset

Report the number of unique visitors for some subset of co-branded sites.

6.15.32.   Report#UniqueVisitorsPerPageTypePerSubset

Report the number of unique visitors for some subset of co-branded sites, per type of page as the first page they hit. The actor selects variables from various lists: co-branded site name, sort by type of page first hit, time period covered, etc.

6.15.33.   Report#NewRegistrantsForSubsetCobrandedSites

Report numger of new registrants per some subset of co-branded sites. The actor selects partner/co-branded site name, variable (# of new registrants), and a time period from a list.

6.15.34.   Report#HitsForSubsetCobrandedSites

Report the number of hits for some subset of co-branded sites. The actor selects the co-branded site name(s), time period, etc. from lists, and then clicks OK.

6.15.35.   Report#NewPurchasersForSubsetCobrandedSites

Report the number of new purchasers for some subset of the co-branded sites. The actor selects co-branded site name(s), time period, etc. from lists, and then clicks OK.

6.15.36.   Report#RepurchasersForSubsetCobrandedSites

Report the number of repurchasers for some subset of co-branded sites. The actor selects co-branded site name(s) , the desired time period, etc. from lists, and then clicks OK.

6.15.37.   Report$SalesForSubsetCobrandedSites

Report sales ($) for some subet of co-branded sites. The actor selects co-branded site name(s), desired time period, etc., from lists, and then clicks OK.

6.15.38.   ReportAvgCoursePricePurchasedForSubsetCobrandedSites

Report the average course price purchased for some subset of co-branded sites. The actor selects co-branded site name(s), desired time period, etc., from lists, and then clicks OK.

6.15.39.   Report#CoursesPurchasedForSubsetCobrandedSites

Report the number of courses purchased for some subset of co-branded sites. The actor selects co-branded site name(s), variable = # of purchases, and the desired time period, from lists, and then clicks OK.

6.15.40.   Report#UniquesEachSpecialOfferPageForSubsetCobrandedSites

Report the number of uniques to each special offer/bundle page for some subset of co-branded sites. The actor selects co-branded site name(s), the desired time period, etc., from lists, and then clicks OK.

6.15.41.   Report#SpecialOffersPurchasedForSubsetCobrandedSites

Report the number of special offers purchased per some subset of co-branded sites. The actor selects co-branded site name(s), desired time period, etc., from lists, and then clicks OK.

6.15.42.   Report#SpecialOffersPurchasedLinkFromHLForSubsetCobrandedSites2

Report the number of special offers purchased through the Headlight link for some subset of co-branded sites. The actor selects co-branded site name(s), variable = # special offers from the Headlight site, and the desired time period, from lists, and then clicks OK.

6.15.43.   Report#UsersEnrolledEachCourseForSubsetCobrandedSites

Report the number of users enrolled in each course for some subset of co-branded sites. The actor selects fields by which to sort enrollments. Sort by course title, course publisher, channel, co-branded site(s), and then clicks OK.

6.15.44.   ShowReportResultsAsChart

Show report results as a chart. Actor selects data to view from a list of variables, and selects a chart type from a list of chart formats (column, line, pie, etc.), and clicks OK.

6.15.45.   RunStandardReport

Run a standard report. Actor selects report from a list of standard reports, and selects any variables from a list, and then clicks OK.

6.15.46.   CreateModifyDeleteCustomReport

Create, modify, or delete a custom report. The actor selects data to include in a report from a list of variables, enters the custom report name in a text field, and then clicks SAVA (or UPDATE, etc.)

6.15.47.   ExportData

Export data. Actor selects EXPORT DATA, and format (comma delimited, etc.), enters a file location and filename, and then clicks OK. Actor can export data directly from a utility menu, or from a page that displays a report.