# **Use Case Diagram**

#### **Use Case Diagram**

- Use Case Diagrams provide information about the interaction between the use cases and actors.
- Use case diagrams show the high level of functionality of the system.
- Customers can look at these diagrams and receive a great deal of information about the system.
- Use case diagrams are completely based on user's perspective.

### **Elements of Use Case Diagram**

- Use Case
- Actor(s)

#### **Use Case**

- Use case are high level piece of functionality that the system provides.
- Use cases are implementation independent high level view of "what" user expects from the system.
- It is represented using the symbol



#### **Actor**

- An actor is anyone or anything that interacts with the system being built.
- It is represented by

### **Types of Use Case**

- Concrete
- Abstract

#### **Concrete Use Case**

It is directly initiated by the actor.

#### **Abstract Use Case**

• Abstract use cases which are initiated by other use case(s) like concrete use case(s).

## **Types of Actor**

- Users (of The System)
- External Systems
- Time

## **Users(of The System)**

Those who use the system or interacts with the system.

## **External System**

Other systems that interact with the system.

#### Time

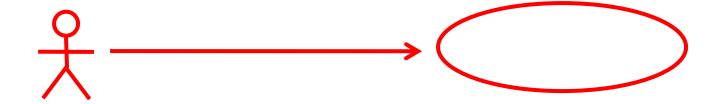
• Time becomes an actor when the passing of a certain amount of time triggers some event in the system.

### Relationship

- Communication
- Includes

#### Communication

- This is a relationship between a use case and an actor.
- It is represented by an arrow as follows: -



• The arrow head indicates who initiates the communication.

#### **Includes**

- It allows one use case to use the functionality provided by another use case.
- It is used to model some reusable functionality that is common to two or more use cases.

#### **Extends**

- It allows one use case to optionally extend the functionality provided by another use case.
- It is chosen as an arrow with the word <<extends>>

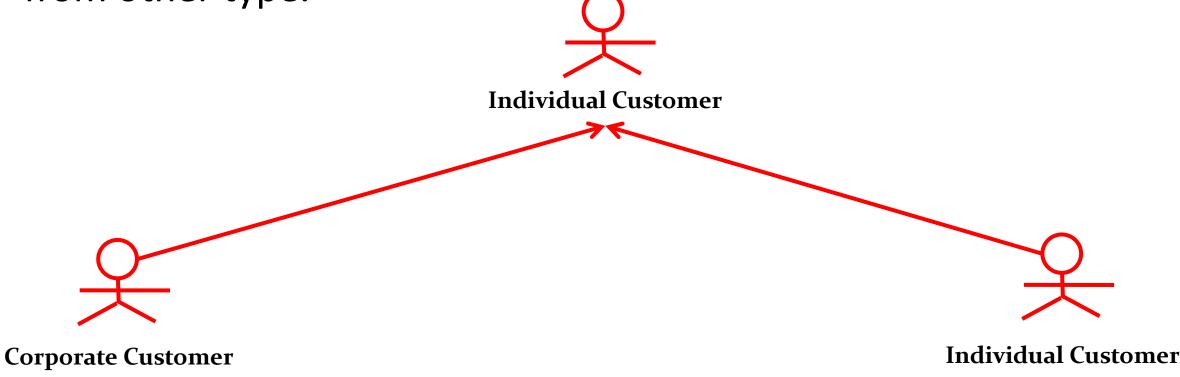


#### **Actor Generalization**

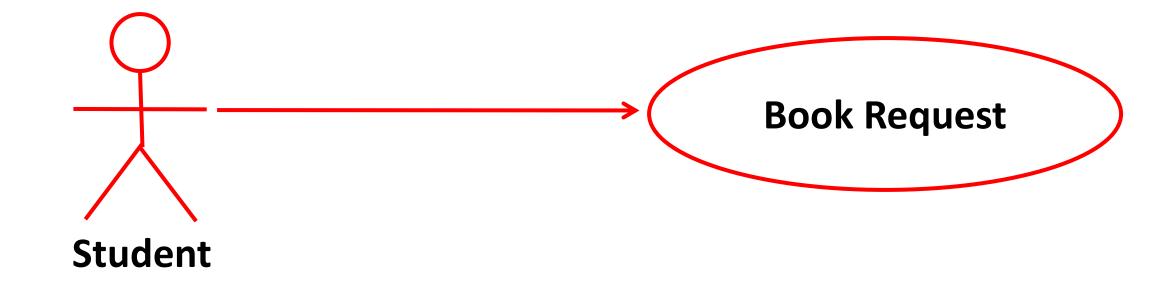
It is used to show that several actors have some commonality.

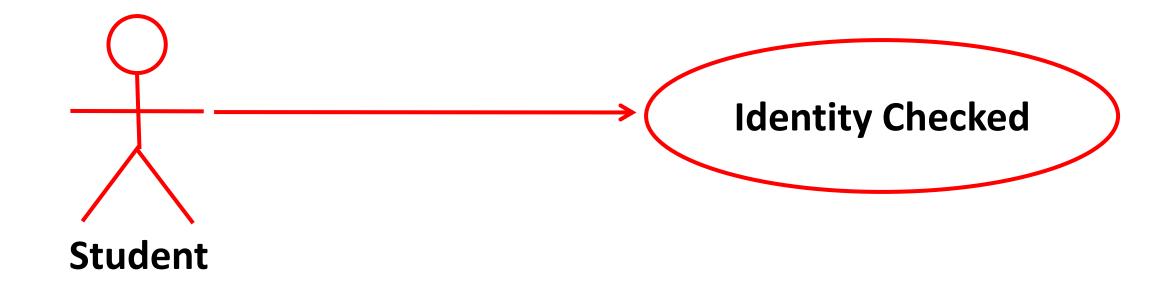
• It is needed when one type of actor behaves slightly differently

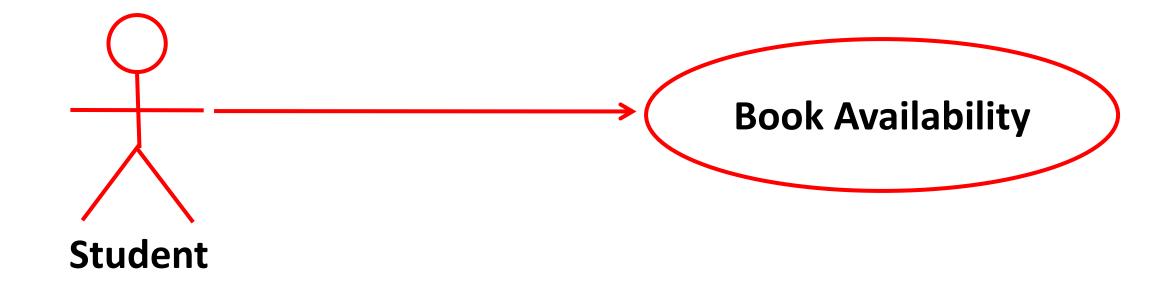
from other type.

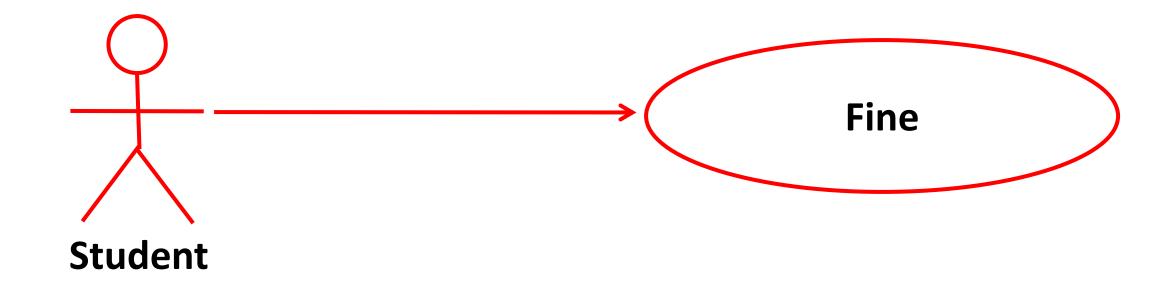


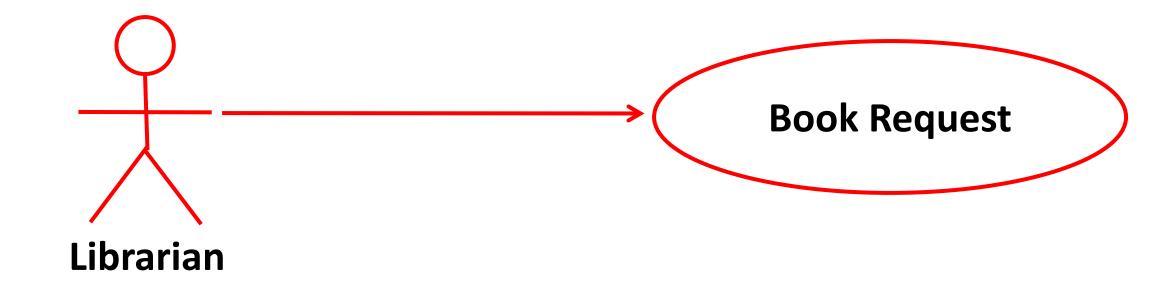
- Minimum Requirement
  - Use case(s)
    - Book Request
    - Identity Checked
    - Book Availability
    - Fine
  - Actor(s)
    - Student
    - Librarian

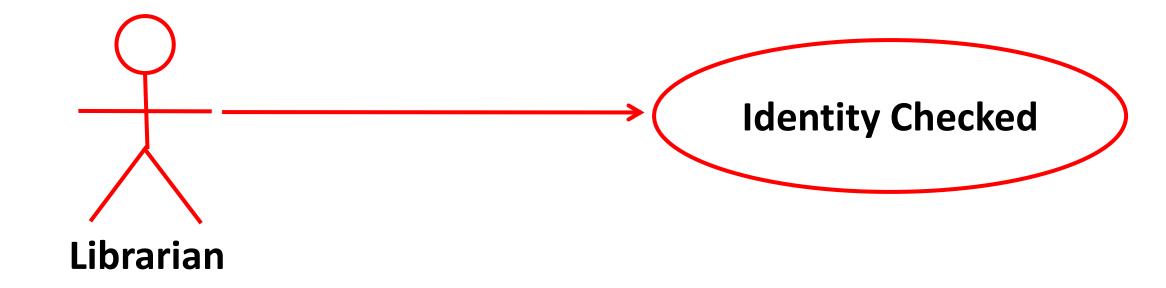


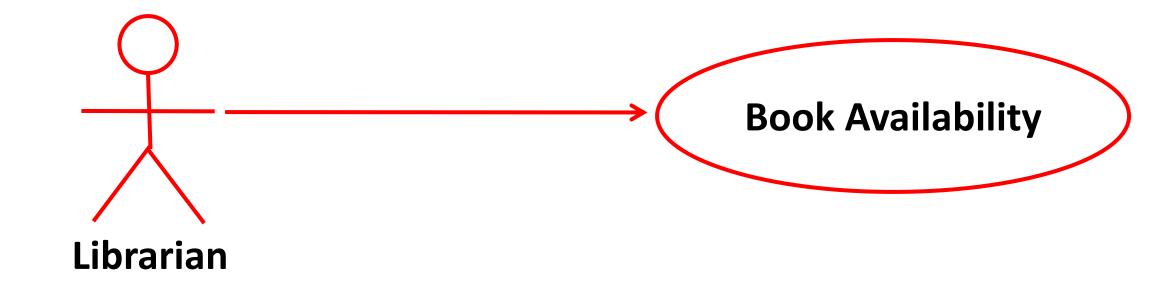


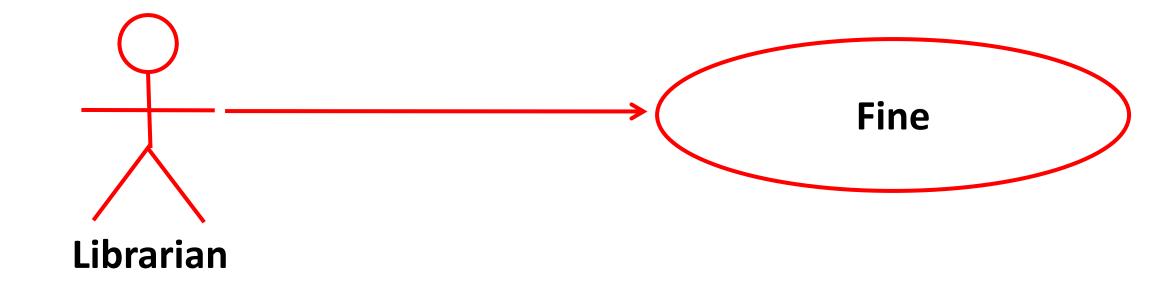


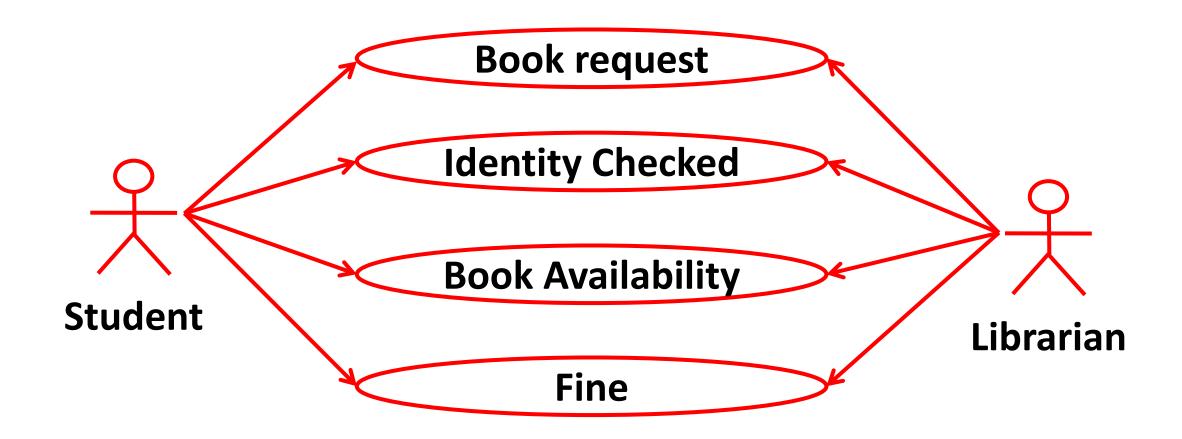


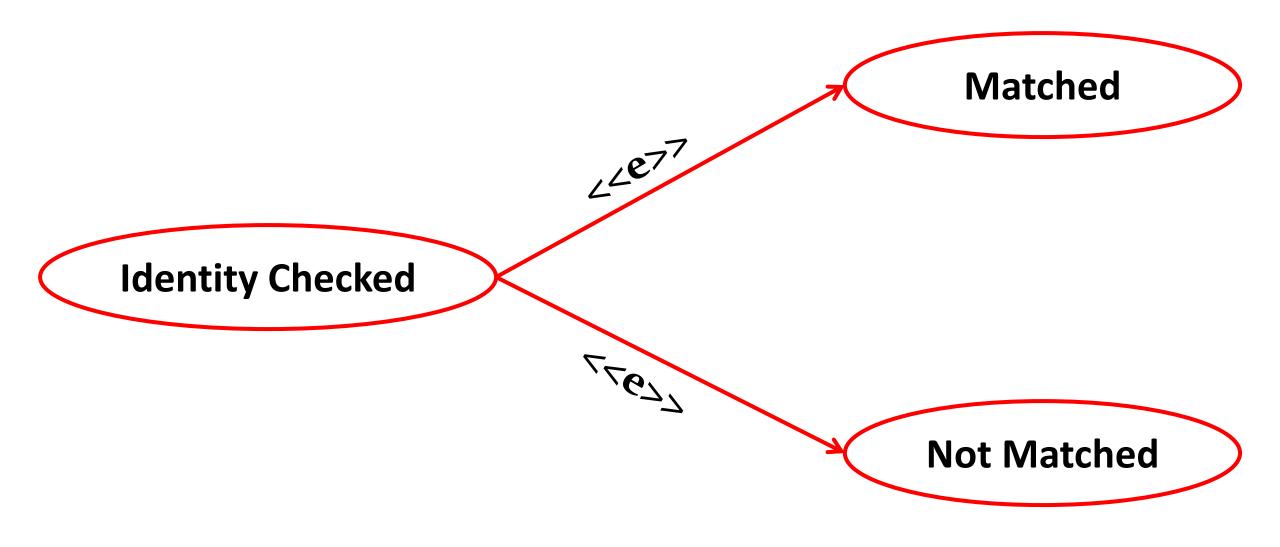


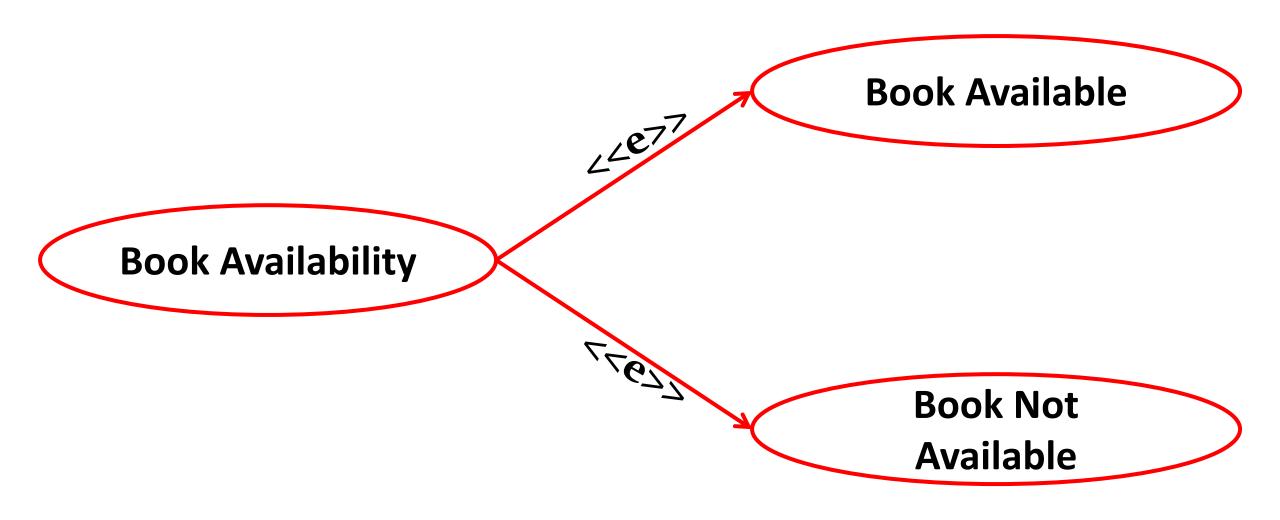


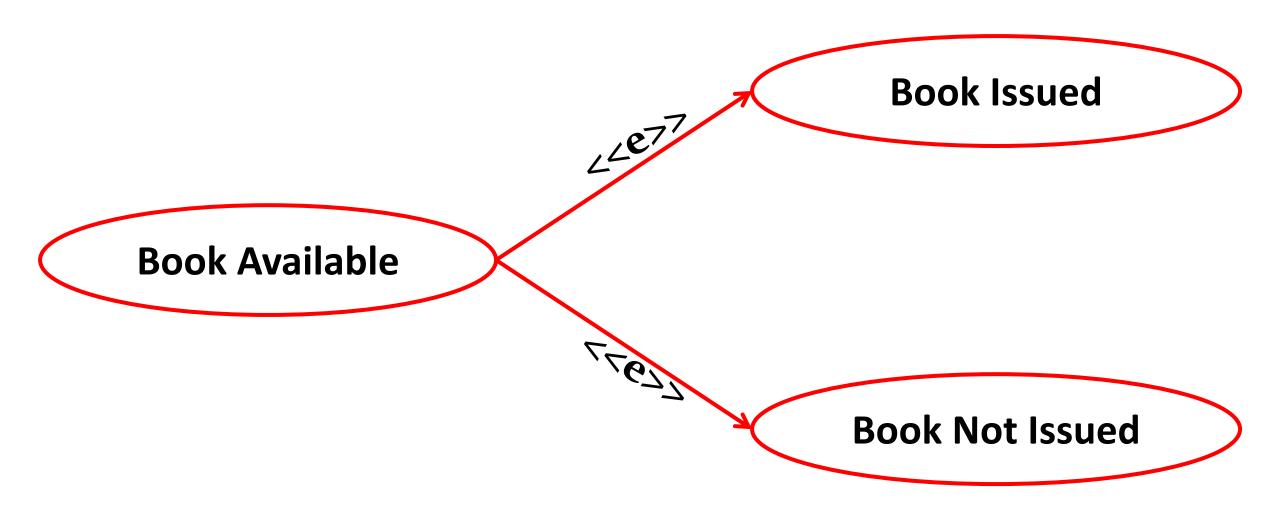




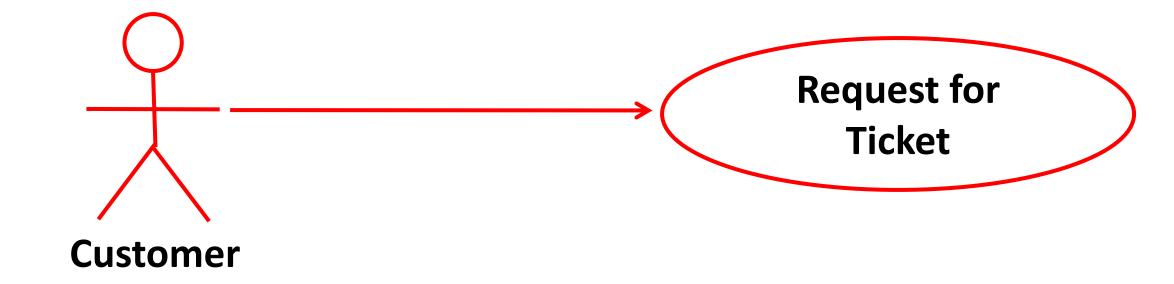


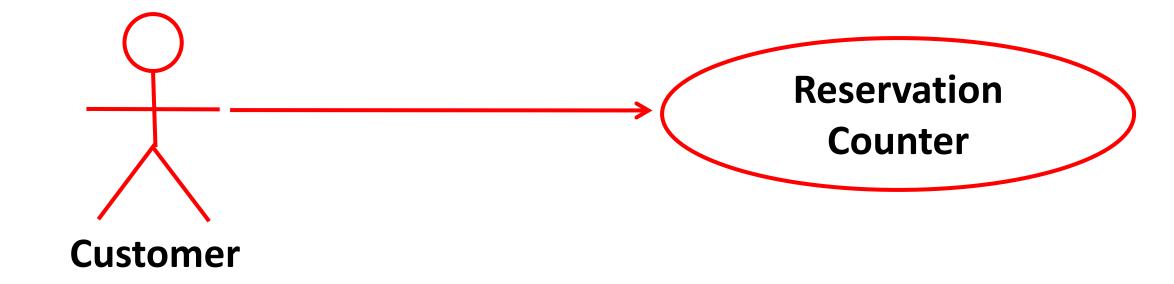


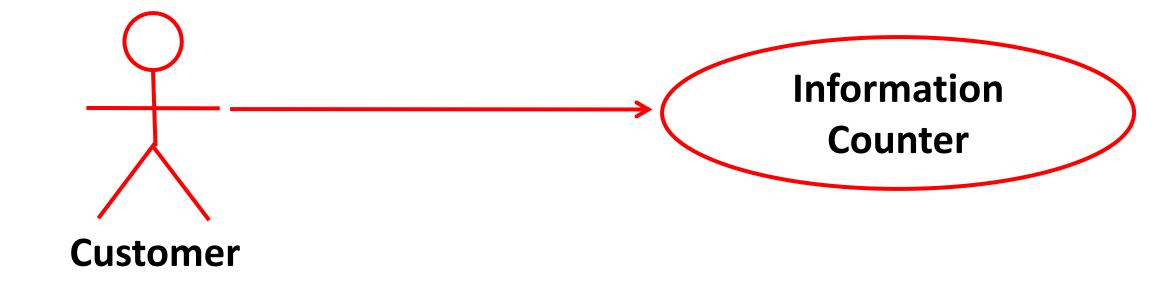


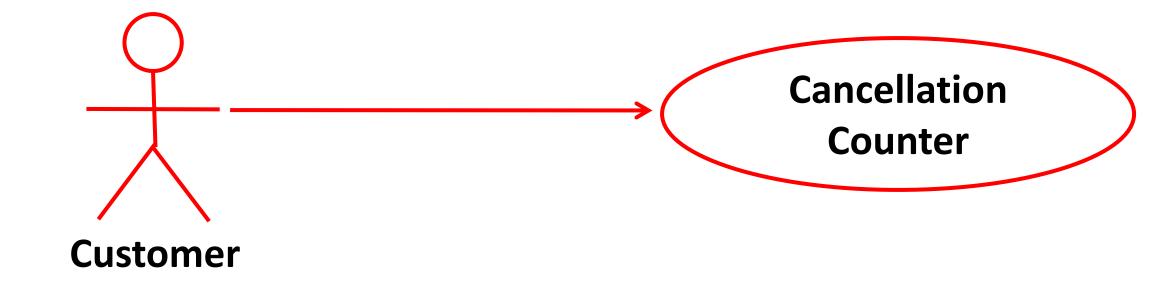


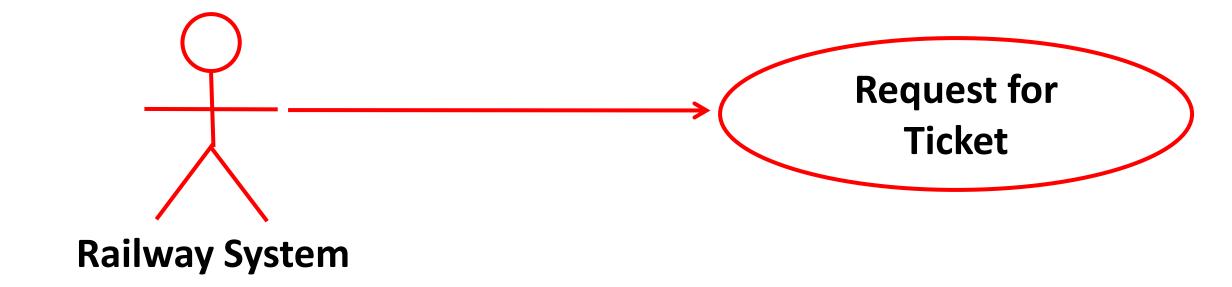
- Minimum Requirement
  - Use case(s)
    - Request for Ticket
    - Reservation Counter
    - Cancellation Counter
    - Information Counter
  - Actor(s)
    - Customer
    - Railway System

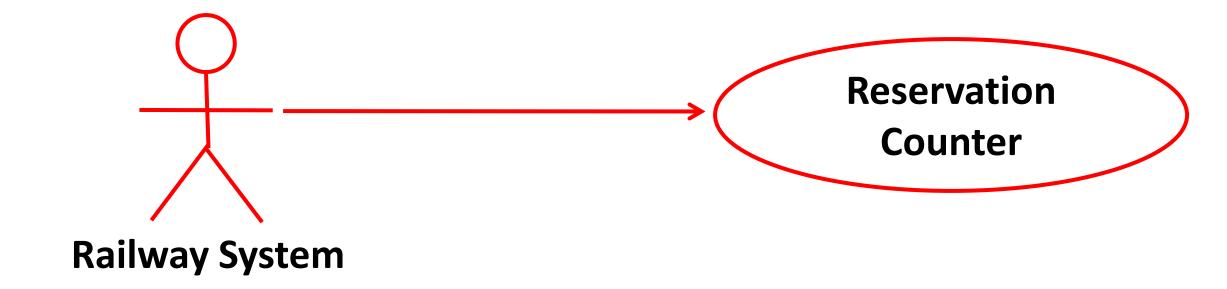


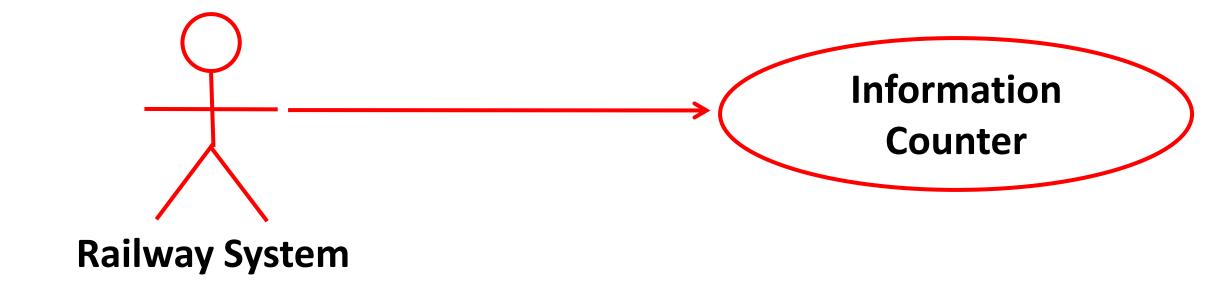


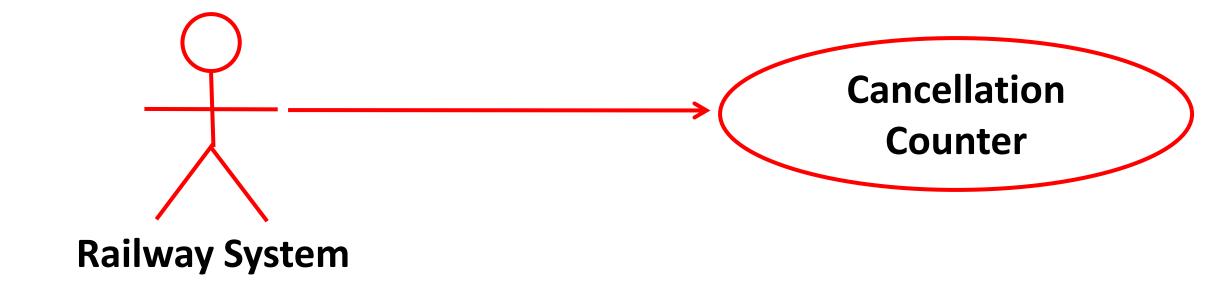


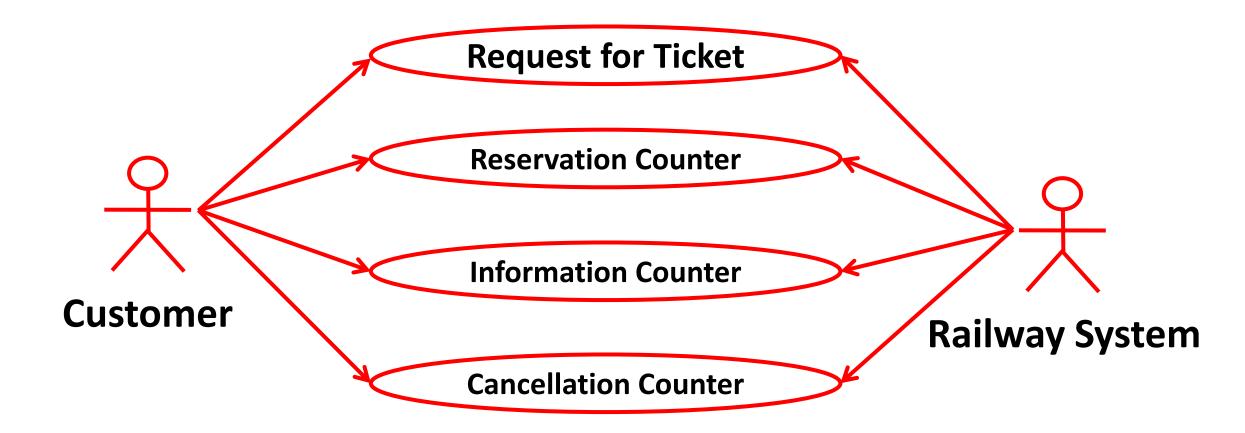


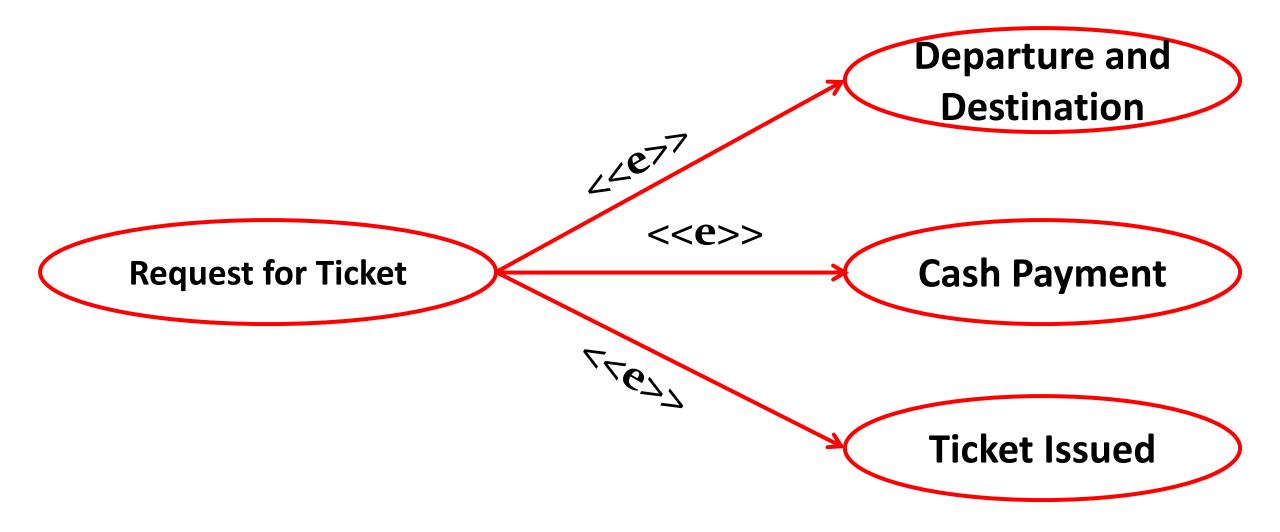


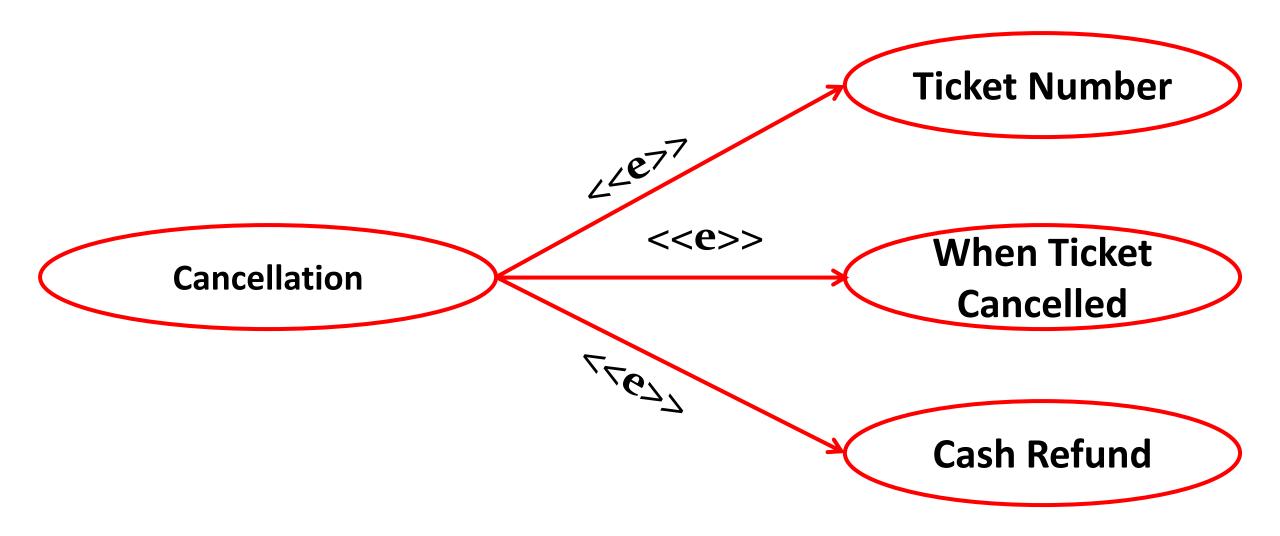












- Minimum Requirement
  - Use case(s)
    - Insert ATM Card
    - Enter PIN
    - Valid PIN
    - Invalid PIN
    - Eject ATM Card
    - Submit Request
    - Balance Enquiry

- Withdrawal
- Mini Statement
- Transfer
- Actor(s)
  - Customer
  - Card Dispenser
  - Bank Database

