BERR2243

Database and Cloud System

Chapter 4:

Use-Case Diagram

- The UML provides the application modeling language for:
 - Process modeling/ Requirement Analysis with Use-cases.
 - Static Design with Class and object modeling.
 - Dynamic Design with sequence, collaboration and activity diagrams.
 - Realtime Systems design models
 - Distribution and deployment modeling.

Unified Modeling Language

What is a Use Case

A formal way of representing how a business system interacts with its environment Illustrates the activities that are performed by the users of the system

A scenario-based technique in the UML

A sequence of actions a system performs that yields a valuable result for a particular actor.

Use-Case Modeling

 In use-case modeling, the system is looked upon as a black box whose boundaries are defined by its functionality to external stimuli.

 The actual description of the use-case is usually given in plain text. A popular notation promoted by UML is the stick

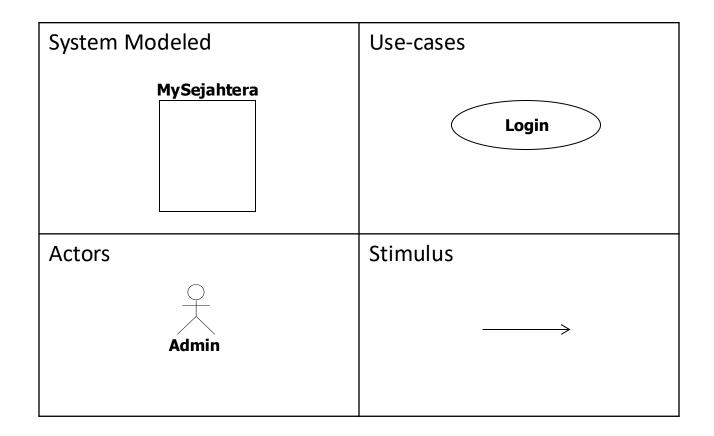
figure notation.

Actor Use Case

 Use-case diagram shows the system, the actors, the usecases and the relationship among them.

Use-Case Modeling

The components of a Use-case model are:



Components of Use-case Model

- As a part of the use-case modeling, the boundaries of the system are developed.
- System in the use-case diagram is a box with the name appearing on the top.
- Define the scope of the system that you are going to design

System

- Represented by stick figure
- A user or outside system that interacts with the system being designed
- Actor communicates with the system by sending and receiving messages.
- Use Cases describe scenarios that describe the interaction between users of the system (the actor) and the system itself.

Actors

- The actors of a system can be identified by answering several questions:
 - Who will use the functionality of the system?
 - Who will maintain the system?
 - What devices does the system need to handle?
 - What other system does this system need to interact?
 - Who or what has interest in the results of this system?
 - Does one person play several different roles?
 - Do several people play the same role?

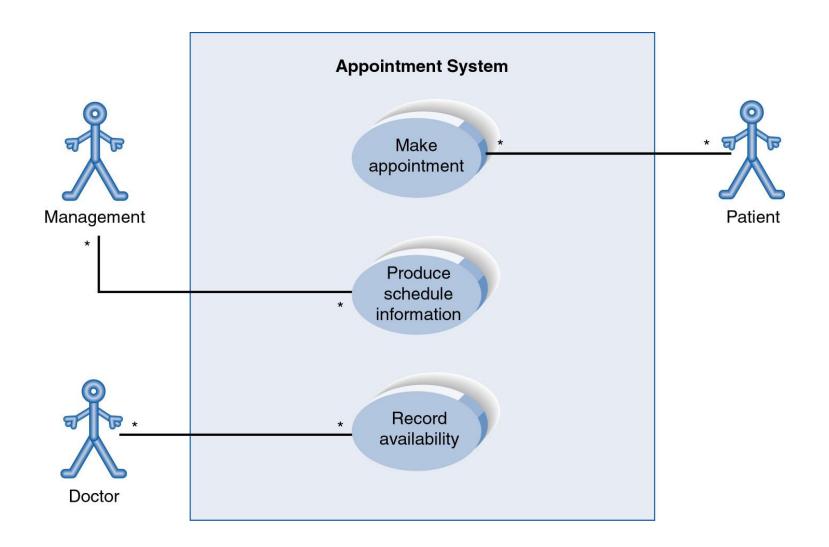
Finding Actors

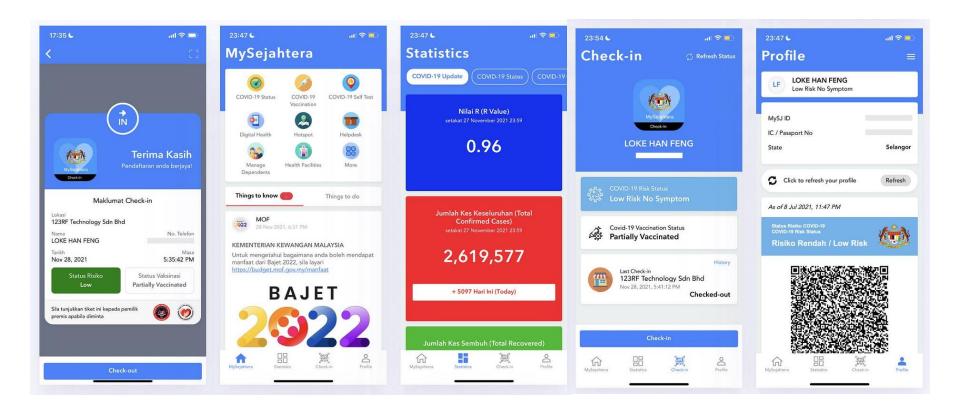
- A use case is a summary of scenarios for a single task or goal.
- An actor is who or what initiates the events involved in the task of the use case. Actors are simply roles that people or objects play.
- A Use-case
 - is always initiated by an actor.
 - provides a value to an actor.
 - must always be connected to at least one actor.
 - must be a complete description.

Use Cases

- For each actor ask these questions:
 - Which functions does the actor require from the system?
 - What does the actor need to do?
 - Could the actor's work be simplified or made efficient by new functions in the system?
 - What events are needed in the system?
 - What are the problems with the existing systems?
 - What are the inputs and outputs of the system?

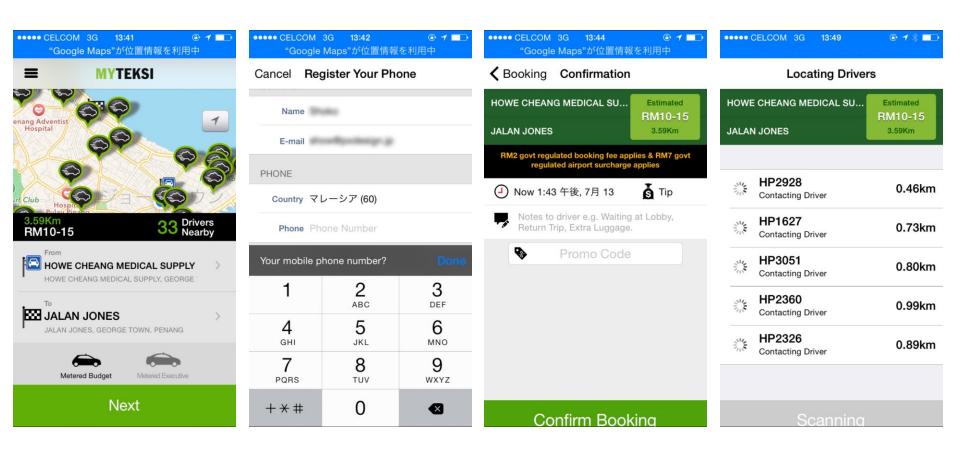
Finding Use-cases



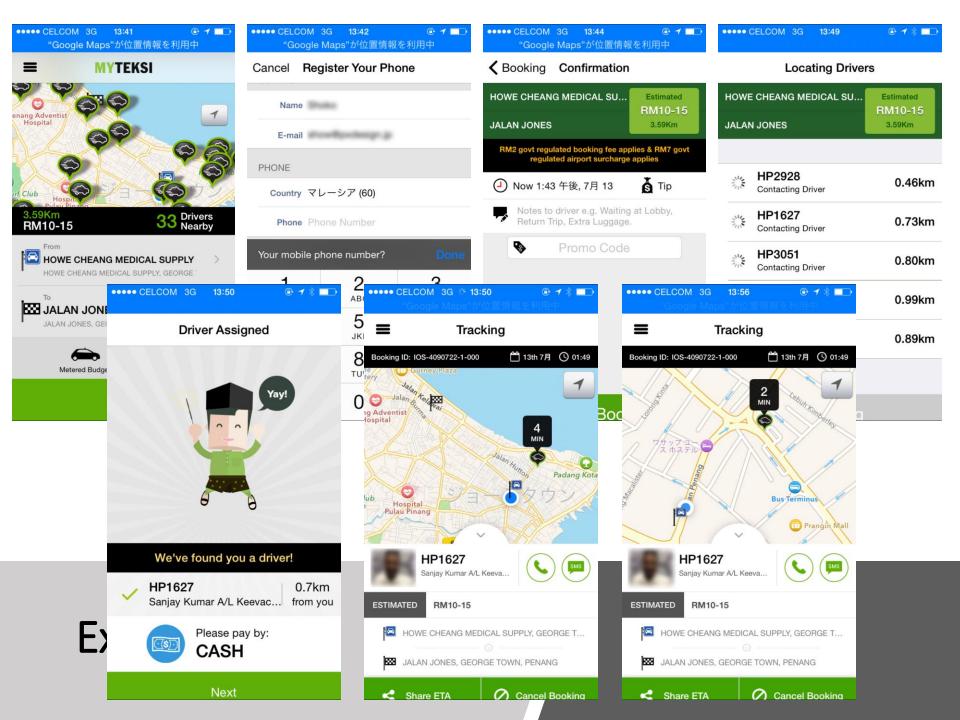


https://medium.com/design-bootcamp/ui-ux-case-study-i-redesigned-the-mysejahtera-app-because-it-s-ck-62f6b9a5a8a

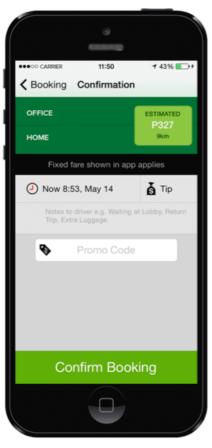
Exercise



Exercise



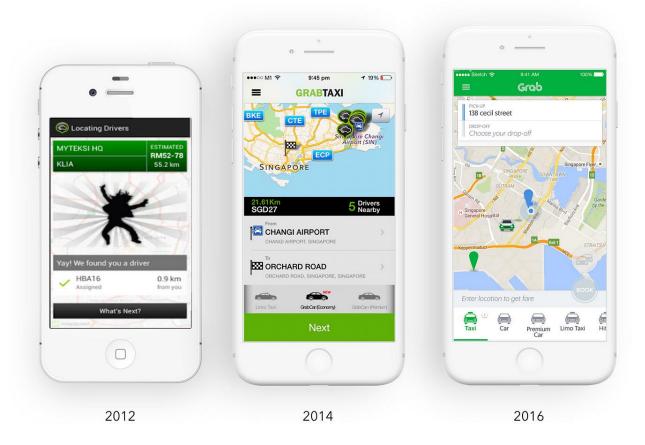


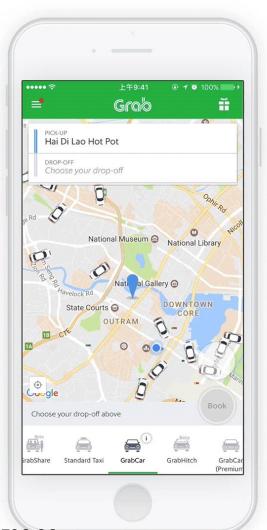




https://woxapp.com/our-blog/how-to-build-an-app-like-grab-taxi/

Case Study

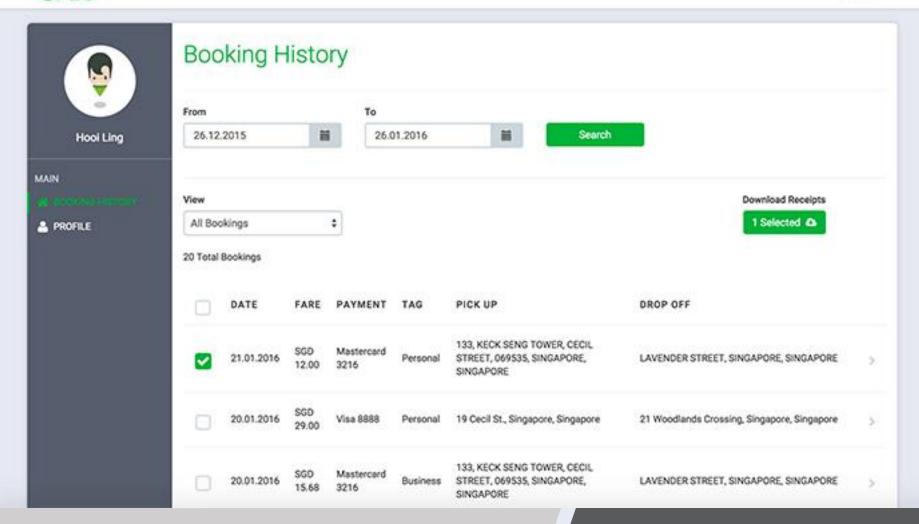




https://ux design.cc/redesigning-the-transport-booking-experience-for-grab-app-52 fbe 796 c36 calculations and the state of the state

Case Study





Case Study