Software Engineering

Use Cases

3 Ba INF 2018-2019

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1   Practical

- Deadline: **November 4, 23u55**

2   Context

Use Cases are a way to model the expected behavior looking from an end-user's point of view. Creating the use cases enforces us to think about different main things that may have an influence on how the software should be build. The most important part about Use Cases is that all stakeholders in the project must be able to read and understand them, keep this in mind when solving this assignment.

3   Assignment

1. Before we start by creating the Use Cases there are some questions you need to answer in order to get a better understanding of the system:

   (a) Identify all actors that use the system according to the given requirements (you can find the requirements in the Introduction). Indicate for every actor if it is a *primary actor* or a *secondary actor*

   (b) Give for every actor its goal. Why are they using the system and what do they wish to accomplish?

   (c) Give for every actor its main task(s).

   (d) How does every actor respond to unexpected changes or exceptions when using the system? Do you have to take this into account when designing your system?

   (e) Give some more questions that would be relevant to answer before creating your Use Cases?

Anwser all above questions in such a way that you create a useable document that can be used (and understood) by the customer who buys your software, the programmers working on the project, your manager, ...

2. Use the requirements to derive the different scenarios that occur in the system. Link every action to the correct actor (cfr. slide 3.15). Find at least 5 scenarios.

3. Choose 2 primary scenarios from the previous question and create a detailed use case as on slide 3.20.

4. Repeat the previous exercise but choose 1 secondary scenarios.

5. Find other non-functional requirements that you think should be added to this project. And give an explanation of why they are important.