

\* دلائل العادات التي تقول ايها ال user stories & usecases في ال system

Techniques of writing user stories

→ user goal → user decomposition

\* يكتسب العميل من user story بـ  
user goal Task statement

- 1 → who دلائل العميل
- 2 → what يتضمنها
- 3 → why دلائل العميل

\* Acceptance Criteria: Features التي المفروض تتحقق  
في ال implementation

Example

→ System will be best if the user photo is represent

User story techniques

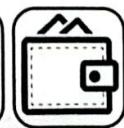
index cards في users meeting

ابن الاهداف والعادات التي ال user عايزها

whiteboard تابعية يكتبوا الي معاينته

online app تابعية معاينته

# RANI



الى يخدم الـ user story. ها هو الـ user story.

لـ implement it like this user will

analyst will do this user will

يساعد في

الـ implement

user will

مسؤولية الـ user

لـ analyst

لـ user

لـ analyst

user will request system to perform a task

analyst will define functional requirements

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لقد هنا دو لفاظ الدكتور  
في المحرابرة



# Chapter 3

Lec 4

SA1

\* الشروط المطلوبة لـ behaviour في الـ system.

User stories & usecases

## 1. User story

One-sentence of work related done by user to achieve some goal or result  
description a task

user Task ||| requirement statement |||

-: consists of 3 parts of user story

1 who ↓ 2 what ↓ 3 why ↓

As a role I want to goal so that benefit

\* Acceptance Criteria :- implementation of the required features

can be done at the end of task

Identify features must be present at completion of task

## 2. Use Cases

\* Activity system usually response to request by a user  
performs in a user

\* Use cases define functional requirements

(Functional decomposition) usecases ||| user system ||| analysts |||

Noun and verb ||| use-case |||

Two - Techniques to identifying

use-cases

1 User goal Technique

2 Event decomposition technique

## User goal Technique

- most common in industry, simple and effective

systems لـ users لـ Interview Face-To-Face لـ users

- identify all potential categories of users of the system
- interview and ask them to describe tasks the computers can help them with

Refine tasks into → Specific user goals

الخطوات في الاتالي:

- عرف كل المترددين في system users
- Functional role** من المترددين في users
- Organizational level** من users
- كل نوع من users اعدهم انترفيو عنوان تلوي List من الأدوار في new system ويتابوها
- Current goals + innovative functions**
- user من users List
- دورات المترددين بنفس ال usercase وحل مشكلاتهم
- usecases اصنفها اونت الأنواع المختلفة من users
- stakeholders List من users ويعتمد على

## 2 Event Decomposition Technique

More Comprehensive and Complete Technique as

→ identify events occur to which the system must respond

Event :- name a use case (verb-noun) that describes what the system does when the event occurs

↳ It is also event. It does not mean usecase will be

Event **E** Something occurs

at specific time / and place

Can be described

Should be remembered by the system

Types of events

1. External Event : actor / External agent I ölc system Jöy Jözi

\* External agent → wants smth resulting in a transaction

↳ wants some information

\* External data changed and wants to be updated

\* Management wants some information.

2. Temporal event : Occur as a result of reaching a point in time.

\* External outputs needed → at points of time → bills, reminders

\* Internal outputs needed → at points in time,

↳ documents, reports JI, sj

3. State events : Occur when smth happens inside the system that

triggers some process

↳ Reorder point : - reached for inventory item.

Designing System Jöy Functions Jig, Technology Jig will

## الخطوات في كارتر Technique

١. Checklist باستخدام System أو External events

٢. For each External event → identify usecase that the System requires  
→ name

٣. Temporal events

٤. For each Temporal events → identify usecase that the System requires  
→ name

→ establish point of time

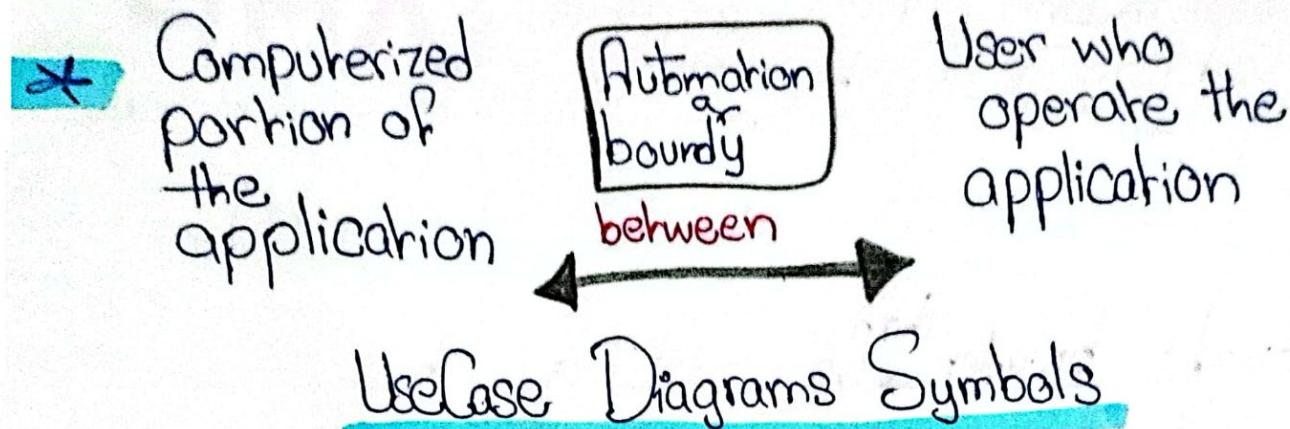
٥. State events :- System might respond to / it is real-time  
System in which devices or internal state changes trigger use cases

٦. For each State event → identify usecase that the System requires  
→ name  
→ define the state change

٧. الاجراءات التي تؤدي إلى events هي افعالات أو احداث  
perfect technology assume that the system controls events

: System controls events  
login logout Change password backup or  
restore database

\* End user :- actor in UML name



\* <includes> relationship :- One use case is stereotypically included within the other use case, like a called subroutine  
arrow point to subroutine →

### UseCase Diagrams Steps

1. identify all stakeholders and users
2. for each stakeholder, users need to review in the diagram
3. define the usecase for system for each actor
4. draw the usecase diagram usecase for each stakeholder / users for usecases in the diagram.

**EBP**: fundamental business process performed by one person in one place in response to a business event



## Event Decomposition Technique (Benefits)

- Events broader than user goal as it captures temporal, state events
- Help decompose right level of analysis an elementary business process (EBP)

### 3. Uses perfect technology assumptions

user needs to know what functions are available  
functions can be identified ←  
system controls security ←

## Brief Use Case description

عادي في :

main steps لعملية بيتري ←  
usecase

## Use Case Diagrams

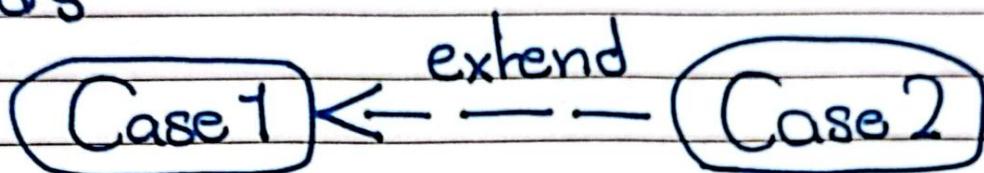
If is

\* UML model used to graphically show use cases and their relationships to actors

\* UML is Unified Modeling Language, Standard for diagrams and terminology for developing IS

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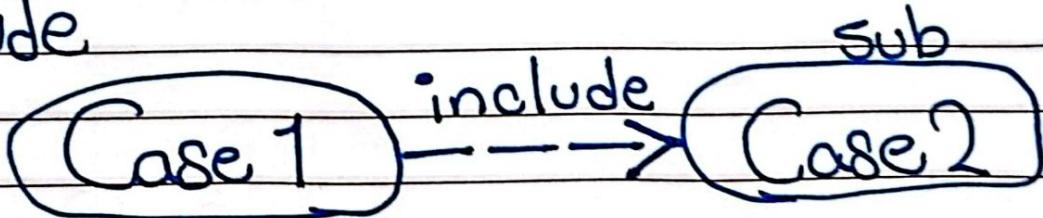
Extends



optional يمكن Case1 بتنفذ مع Case2 لما

Conditional او

Include



يُكتَب عبارة عن جزء من Case1 Case2

جزء من Case2 و Case1 الاساس

Subroutine