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Use Cases Basic Introduction

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Use cases

An interaction between a person and a computer

- Something the user does to achieve a recognisable goal

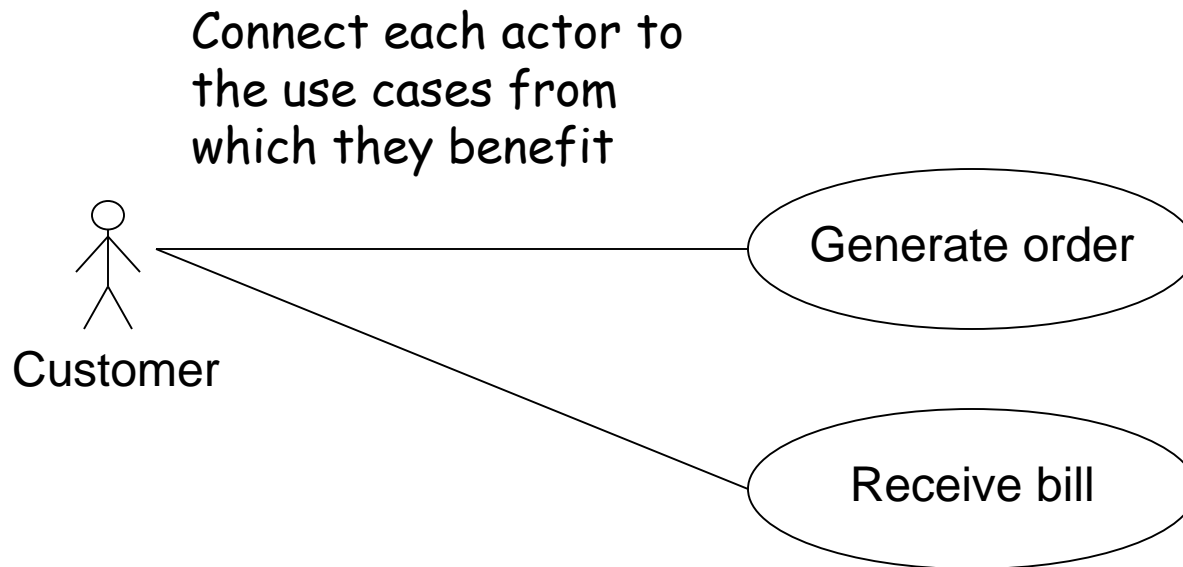
Actors

- A role someone takes on when using the system (accounts manager, customer, ...)
- Not necessarily the same as a person – one person might have many roles and therefore be represented by several actors

Use case

- A named task or goal performed using the system
- One or more actors *benefit* from the use case, e.g. they make use of the task or function provided

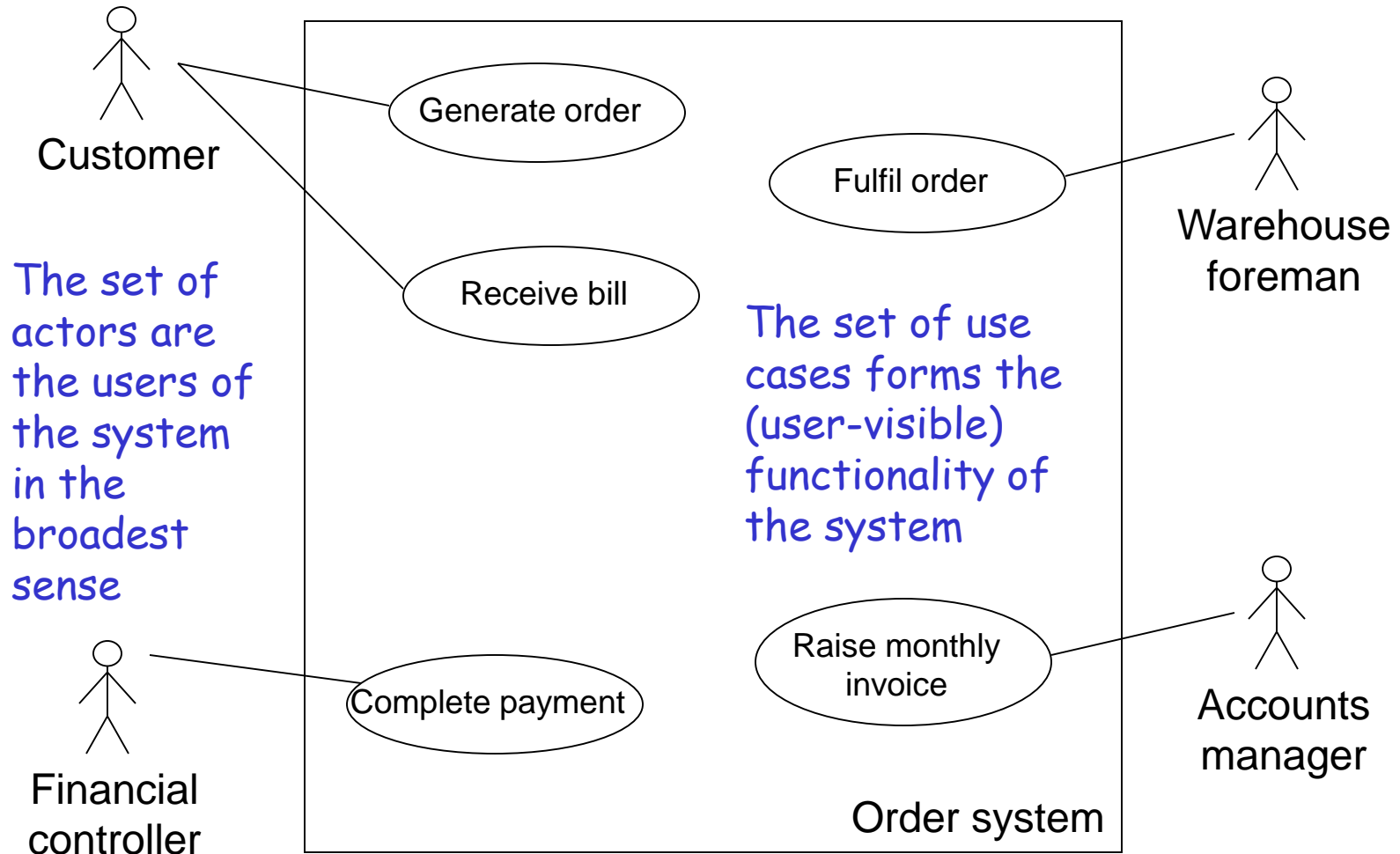
Use case set-up



The communications indicate the stakeholding of actors in use cases

Should be stated in the users' terms: "add the receiver's address to the letter" not "generate a right-justified text block"

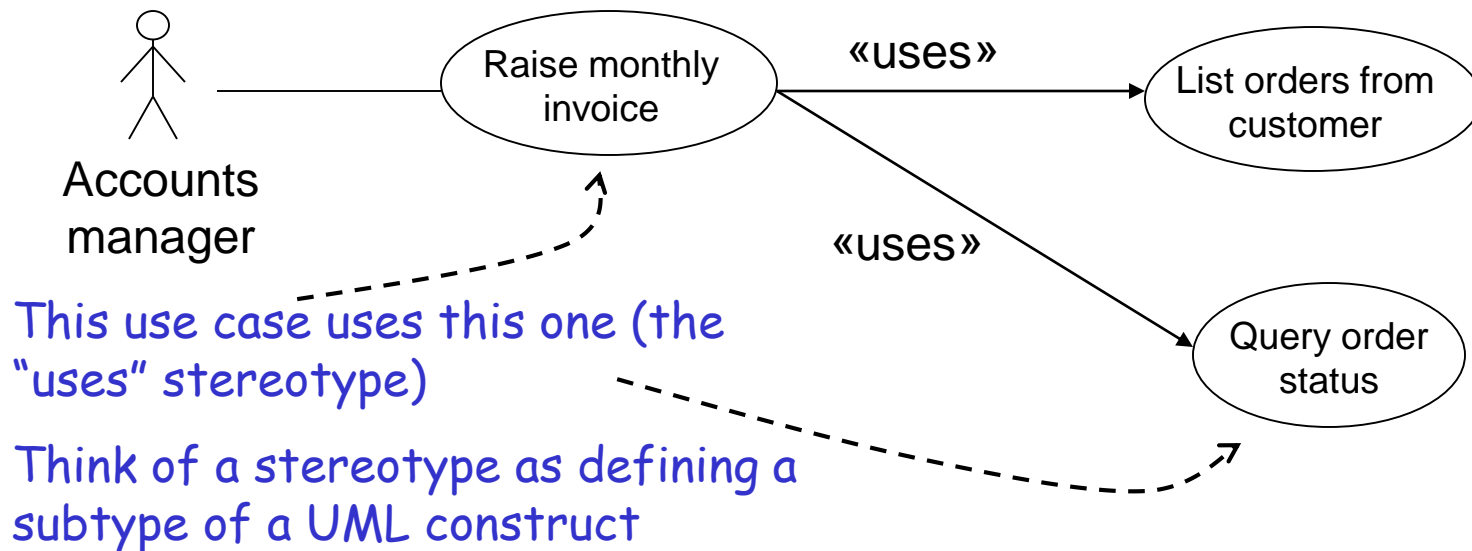
A use case system



Use case relationships

Use cases are related when (for example) one task makes use of the function described in another

- Might indicate something that can be re-used
- Can help with planning – might indicate a critical path in the development process, or something to rapidly prototype



RUP Use Case Template

- The Rational Unified Process (RUP) defines a template for the structure of a use case description
 1. Use Case Name
 - 1.1. Brief Description
...text...
 - 1.2. Actors
...text...
 - 1.3. Triggers
...text...
 2. Flow of Events
 - 2.1. Basic Flow
...text...
 - 2.2. Alternative flows
 - 2.2.1. Condition 1
...text...
 - 2.2.2. Condition 2
...text...
 - 2.2.3.....
 3. Special Requirements
 - 3.1. Platform
...text...
 - 3.2....
 4. Preconditions
...text...
 5. Postconditions
...text...