

# Advanced Software Engineering

**CSE608**

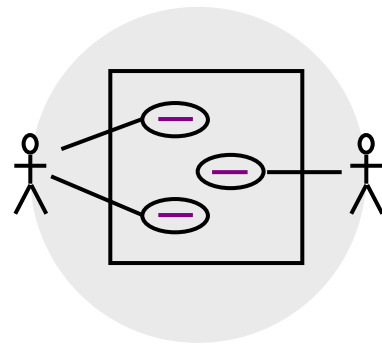


**Use Cases**

**Dr. Islam El-Maddah**

# Objectives

- Understand what a Use Case is
- Know how to model Use Case diagrams
- Know how to write a Use Case Description
- Recognise an Object Sequence Diagram
- Know what Robustness Analysis is

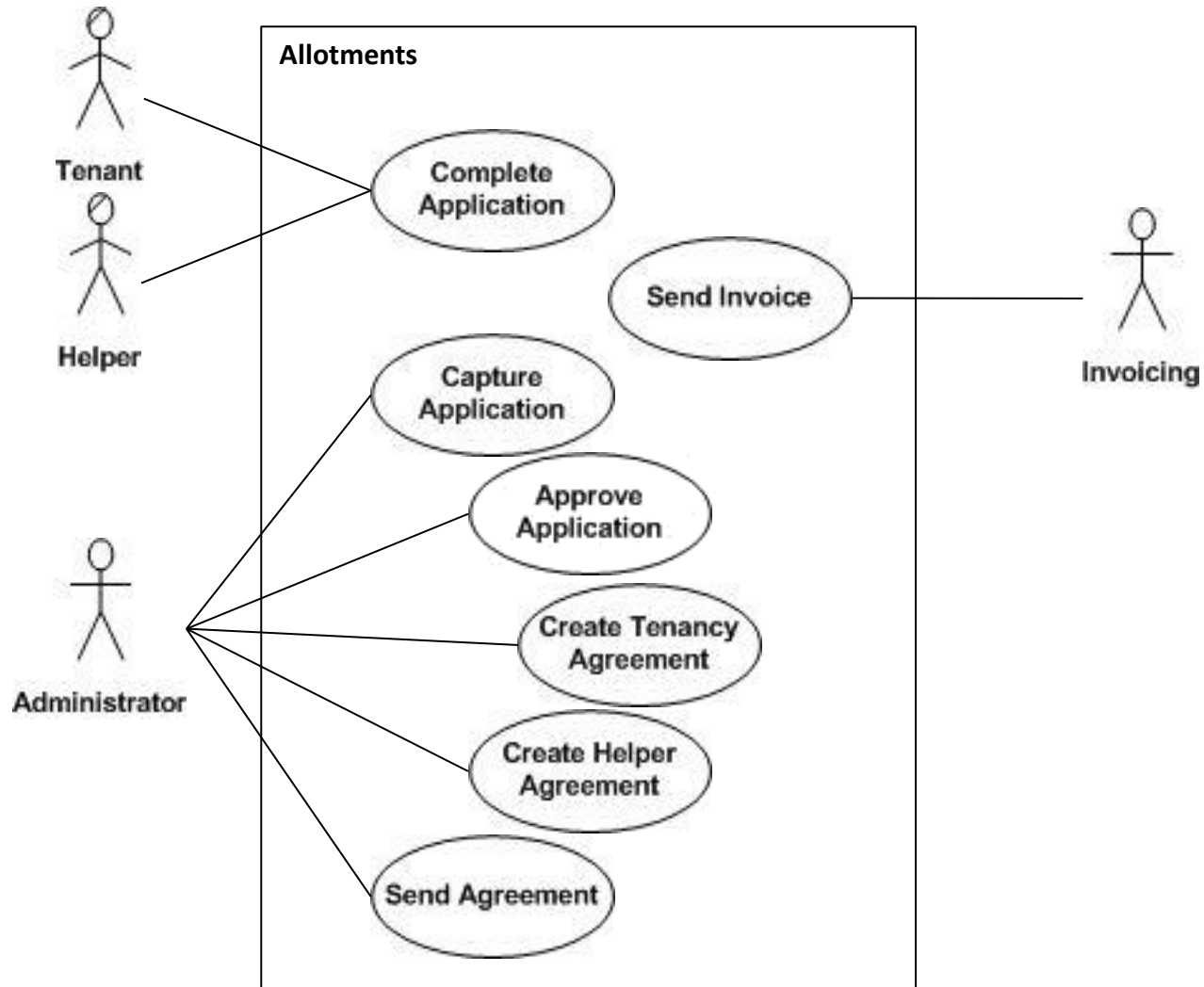


# Use Cases

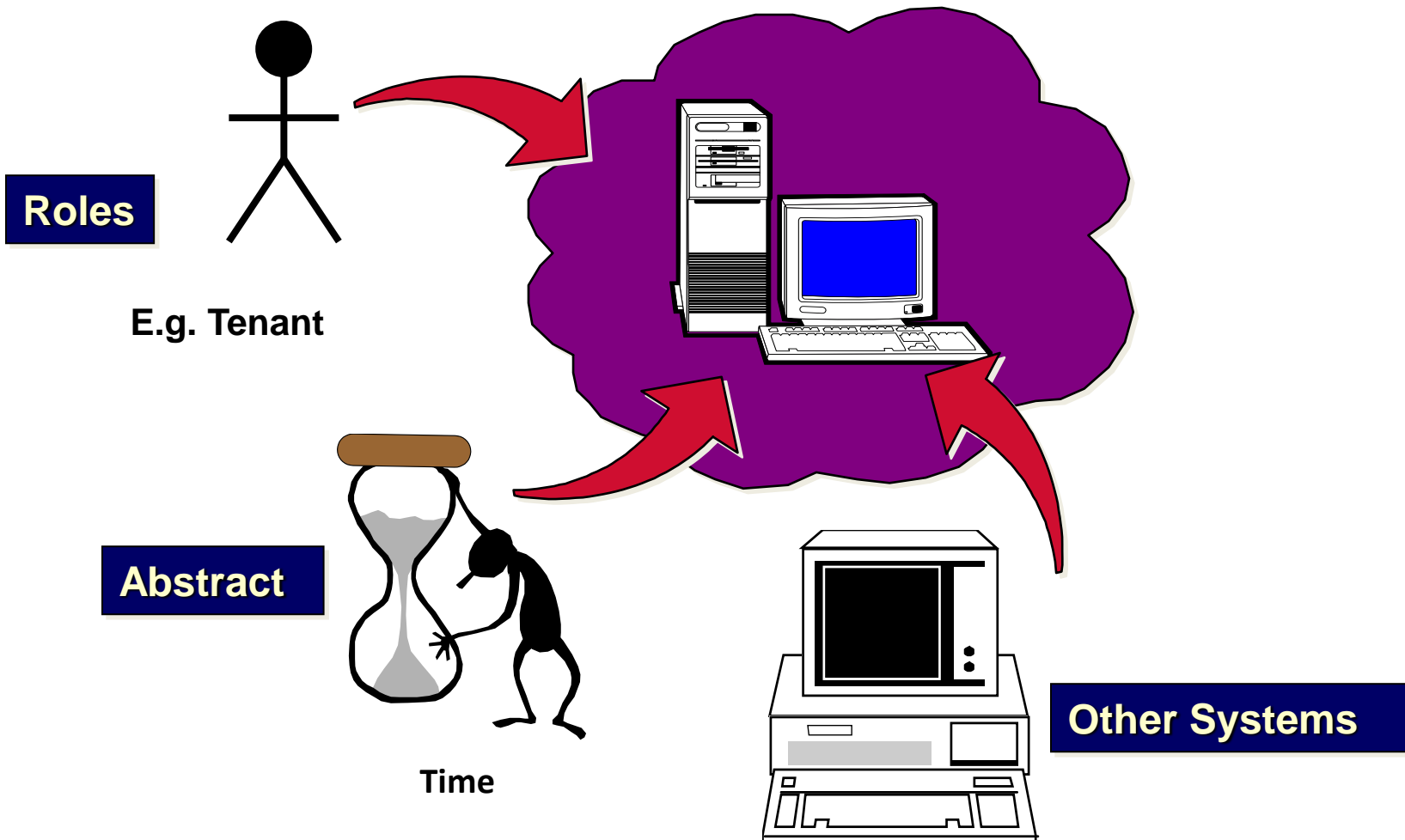
- A natural unit of work
- Each “bubble” typically one person, one place, one time
- Overview diagram of many Use Cases give Scope
- Incorporate requirements
- Useful for testing too



# UML Use Case Diagram

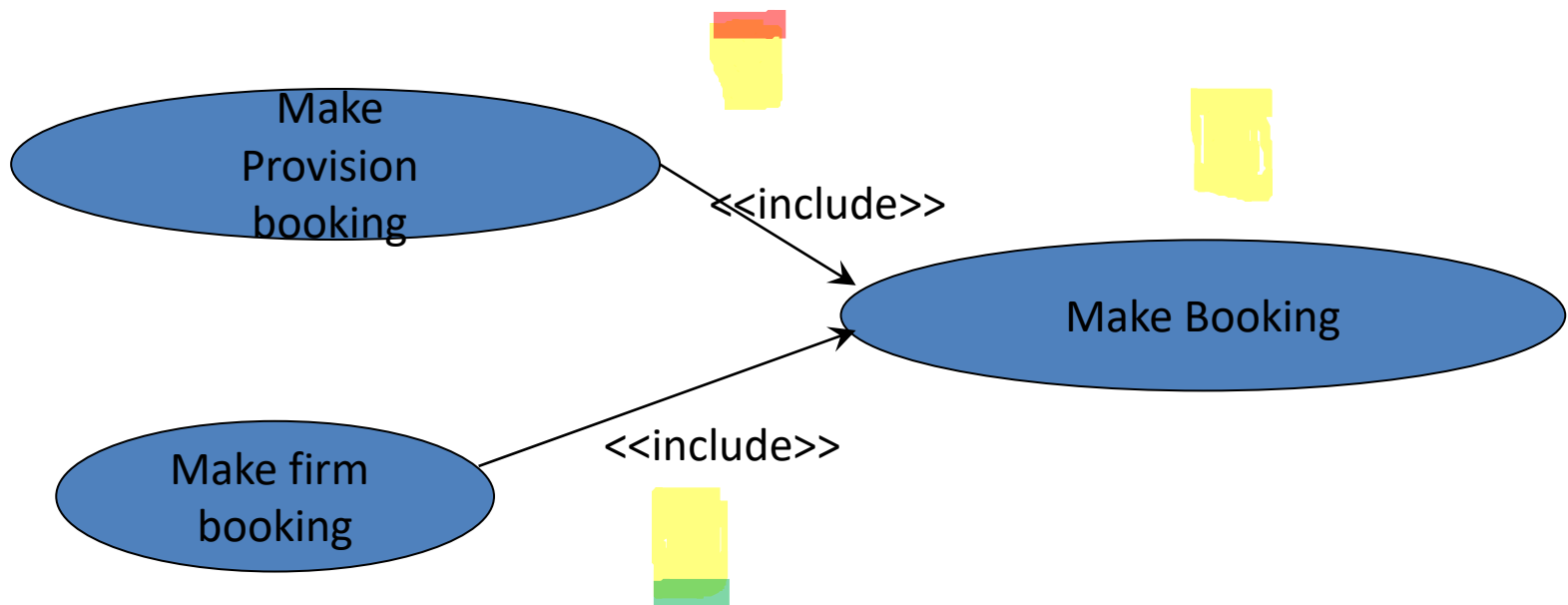


# What is an Actor?



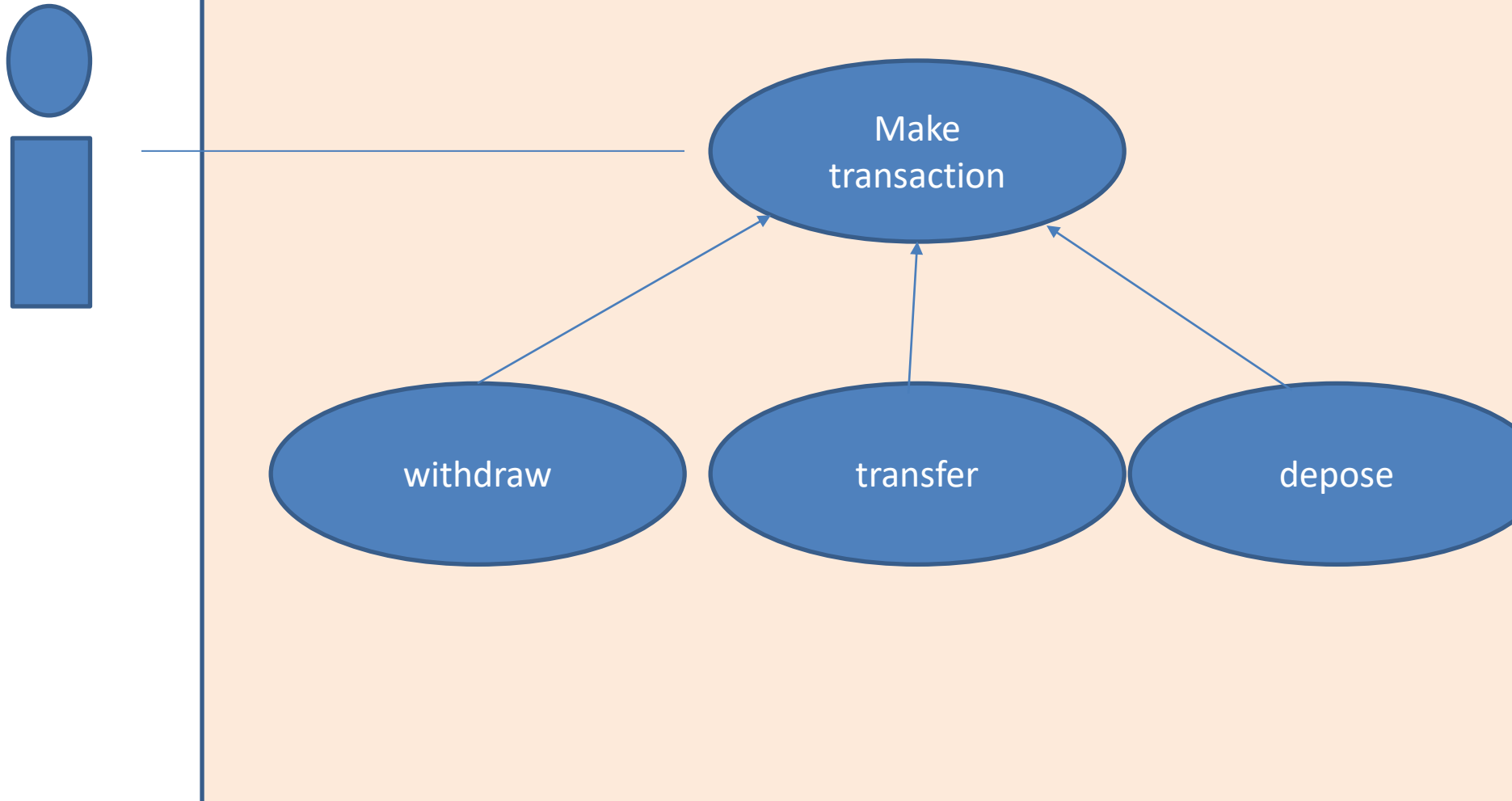
# Relationship between use cases

- Use cases can hold some relationships between each other, like include, extend



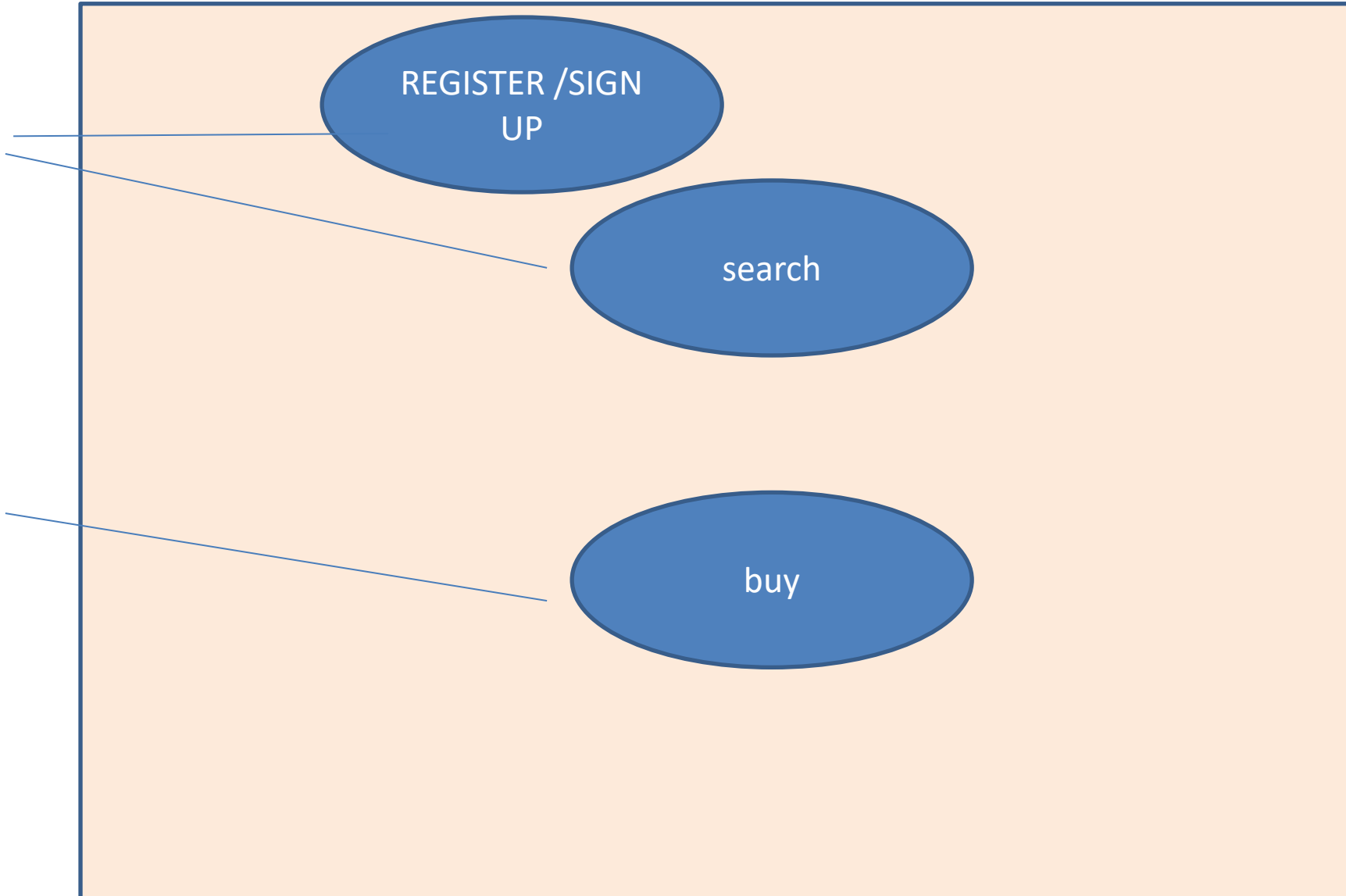
# Extend

client



user

# Extend the actor

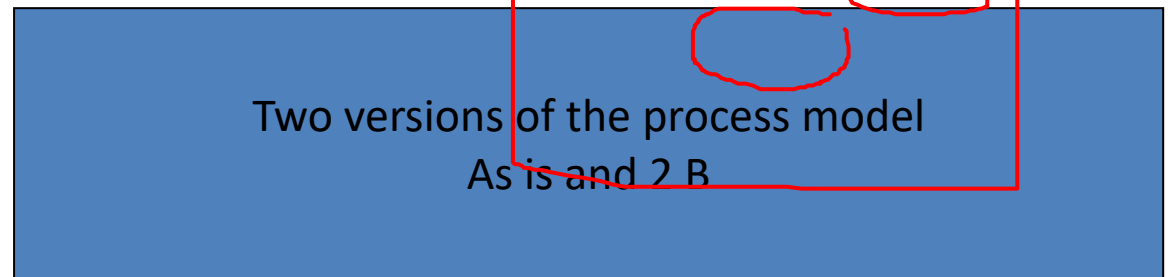


Registe  
red  
user



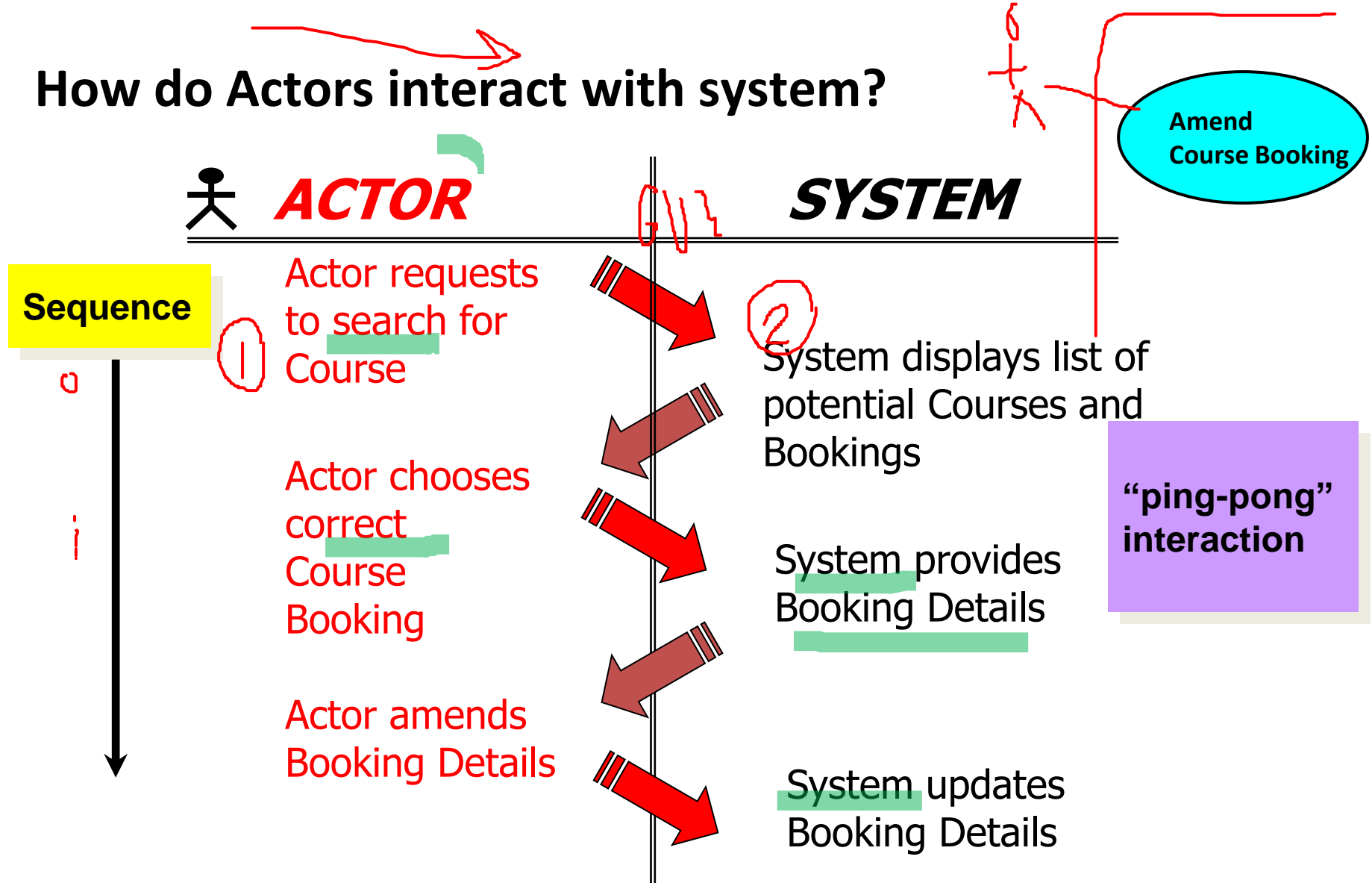
# How to Identify Use Cases?

- Identify candidate system actors
- Identify candidates Use Cases
  - probably from the Business Processes in the business process model chosen for system automation
- Scope units of interaction (Use Cases)
  - start point (look for actor and initial event)
  - end point (look for beneficial result for actor)



# Use Case Specification

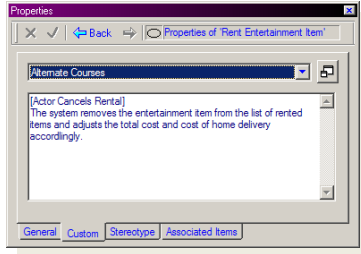
How do Actors interact with system?



# Writing the Use Case Description

- Try to use 'structured text' ie
  - Simple statement:
    - 'Actor does something'
    - 'System does something'
  - Selection:
    - IF a condition is met
      - \*{simple statements or the name of an Alternate Course}
    - Else
      - \* ...
    - Select from following:
      - Case: condition 1
        - \* ...
      - Case: Condition 2
        - \* ...
      - etc
  - Iteration:
    - While some condition is met ...
      - \* ...

# Use Case Specification



Prototype

Name **UC**

Brief Description

Triggers

Pre Condition(s)

Post Condition(s)

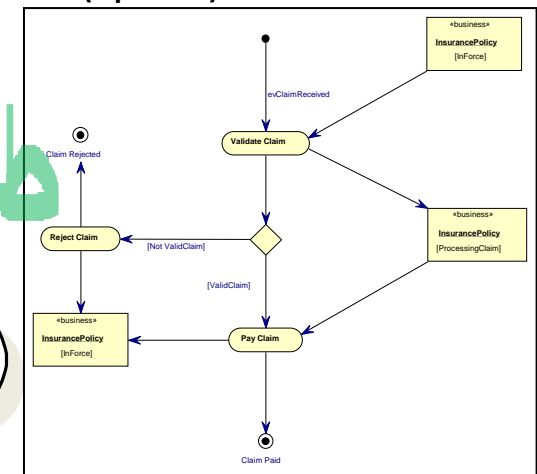
Inputs

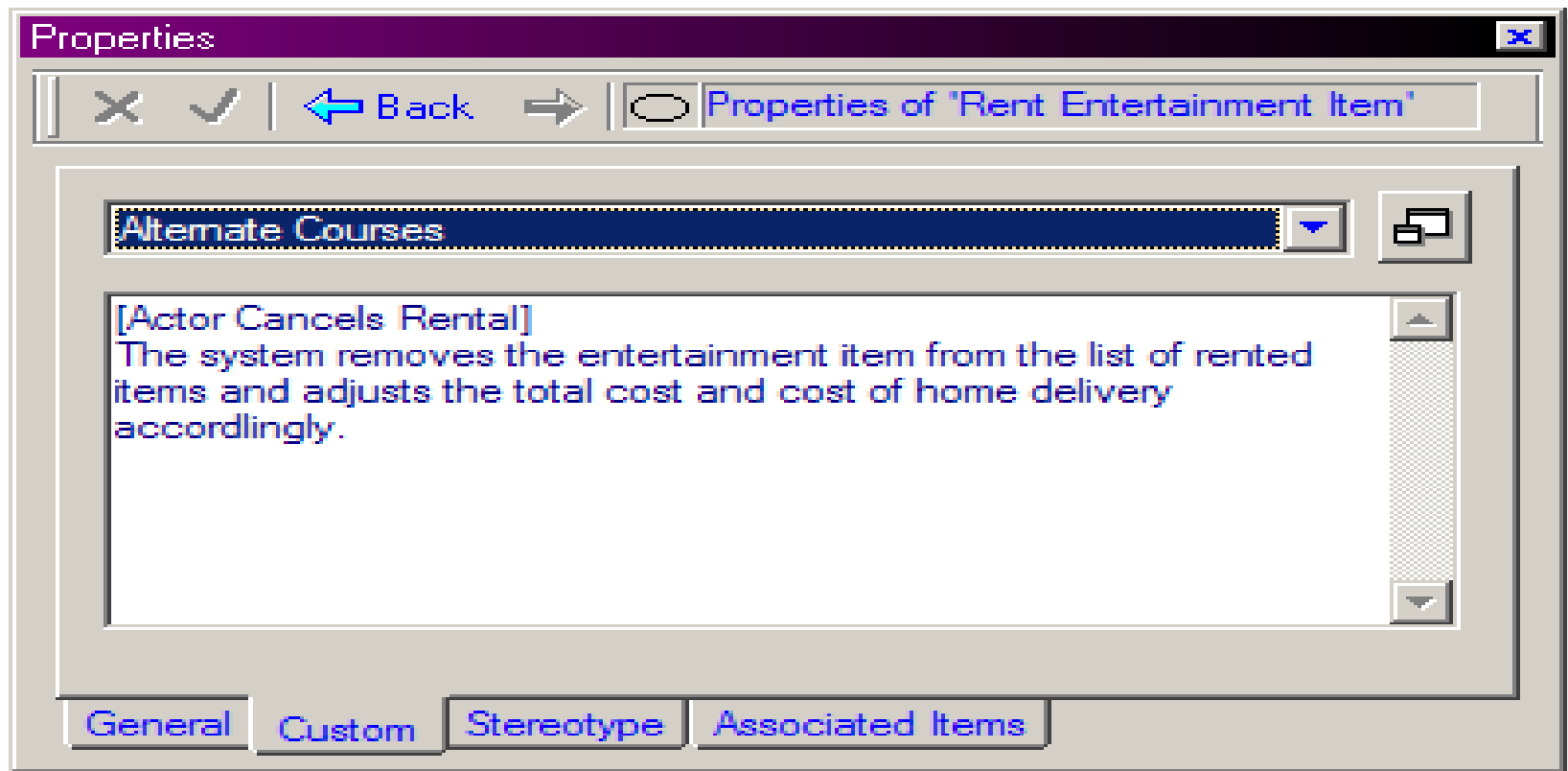
Outputs

Alternate Courses

Use Case Description

Activity Diagram  
(Optional)





Prototype

# A Use Case Description

Use Case	Book Course Place
Actor	Admin Clerk
Trigger	Request received from customer
Pre -condition	Admin Clerk is logged into Course Admin System
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Admin clerk (AC) calls Book Place function</li> <li>2. System requests authorisation</li> <li>3. AC supplies authorisation</li> <li>4. System prompts for course</li> <li>5. AC enters course Id and date</li> <li>6. System confirms course</li> <li>7. AC enters number of places to book</li> <li>8. System requests names and affiliation</li> <li>9. Clerk enters names and affiliations</li> <li>10. System confirms bookings completed</li> <li>11. Transaction ended</li> </ol>
Postcondition	Reservations are now on the system, and the numbers of free places reduced accordingly
Extensions	<p>3a The authorisation is not accepted</p> <p>3a1 AC re -submits authorisation</p> <p>3a2 continue to 4</p> <p>OR</p> <p>3a2 Transaction ended</p> <p>5a Course not recognised</p> <p>5a1 AC re - enters course Id and date</p> <p>5a2 continue to 6</p> <p>8a Insufficient places available</p> <p>8a1 Transaction ended</p>

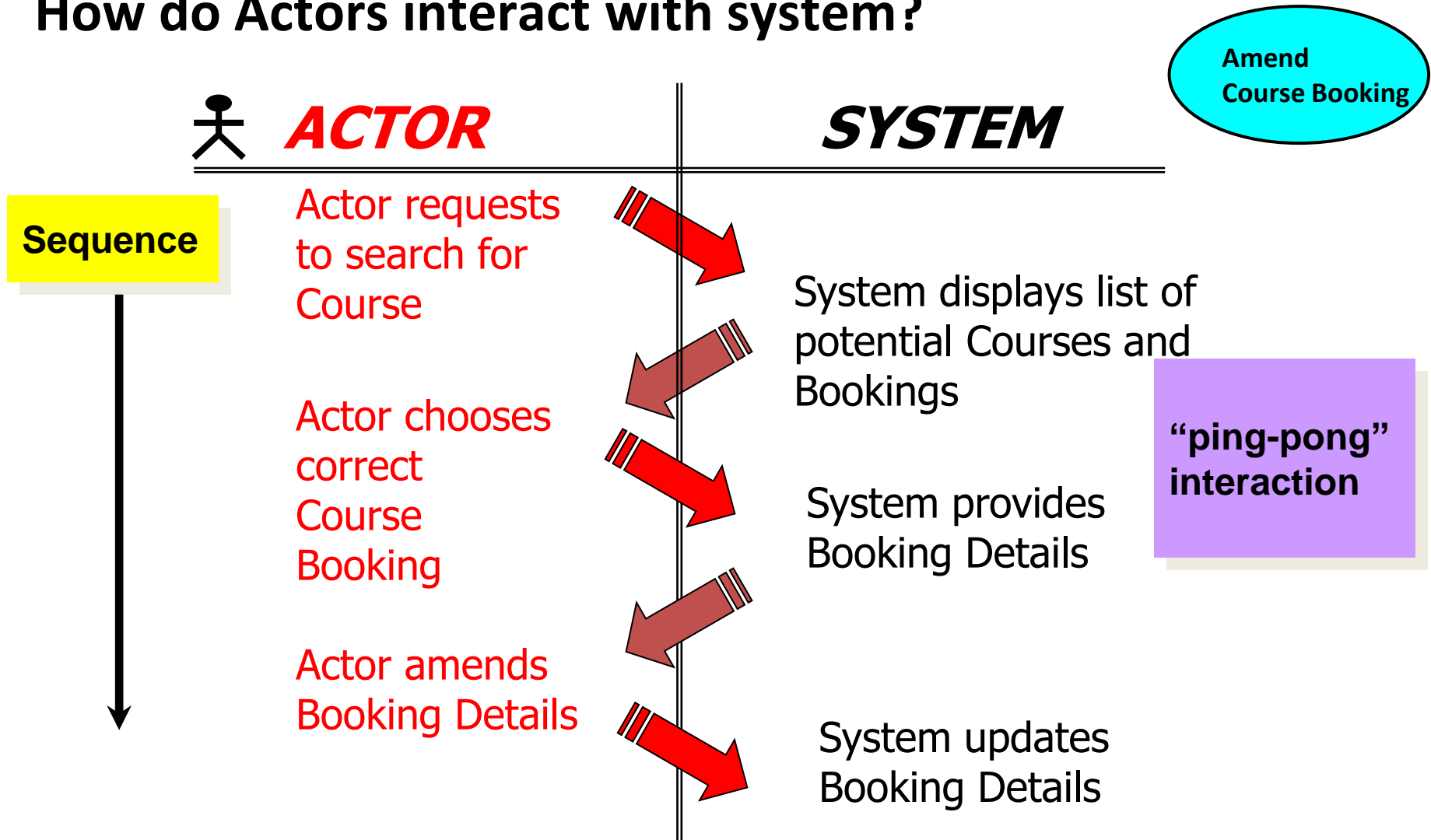
# Exercise

Create a usecase for the training company example studied before,

Write down a use case description for one of the use cases “enroll in a training course run by the user ”

# Use Case Specification

How do Actors interact with system?

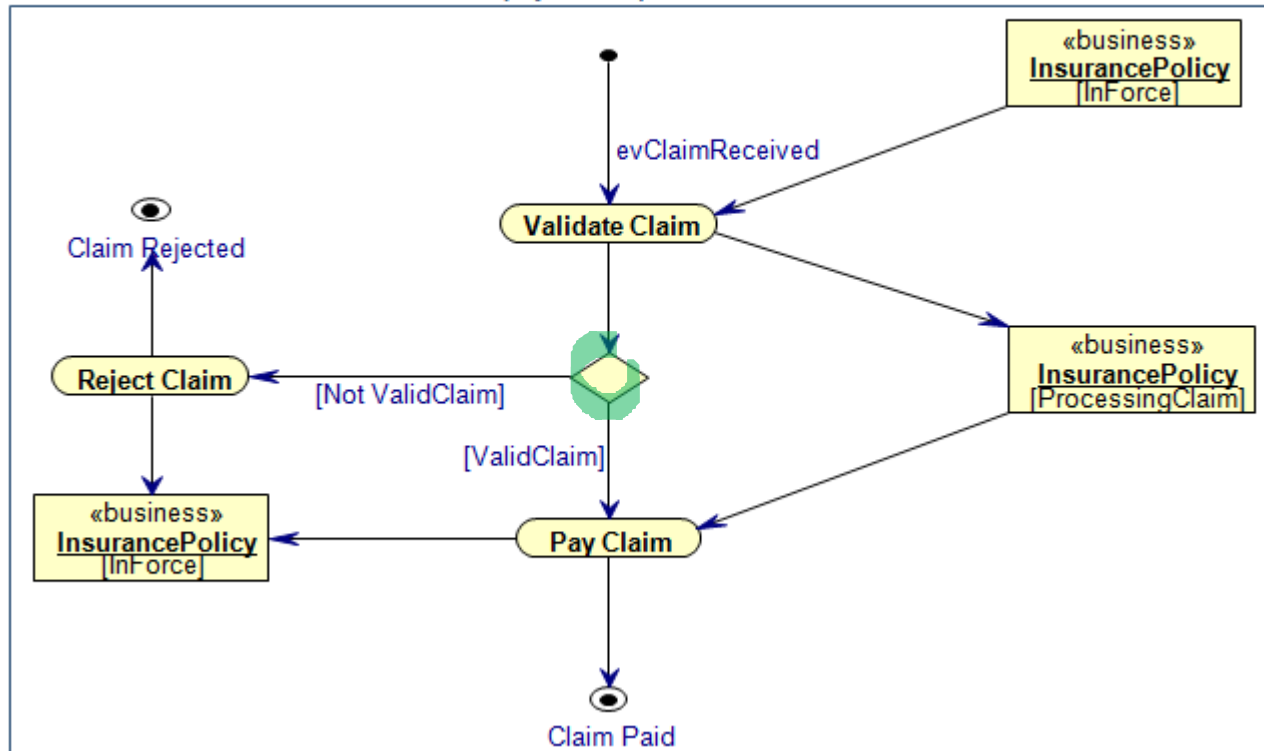




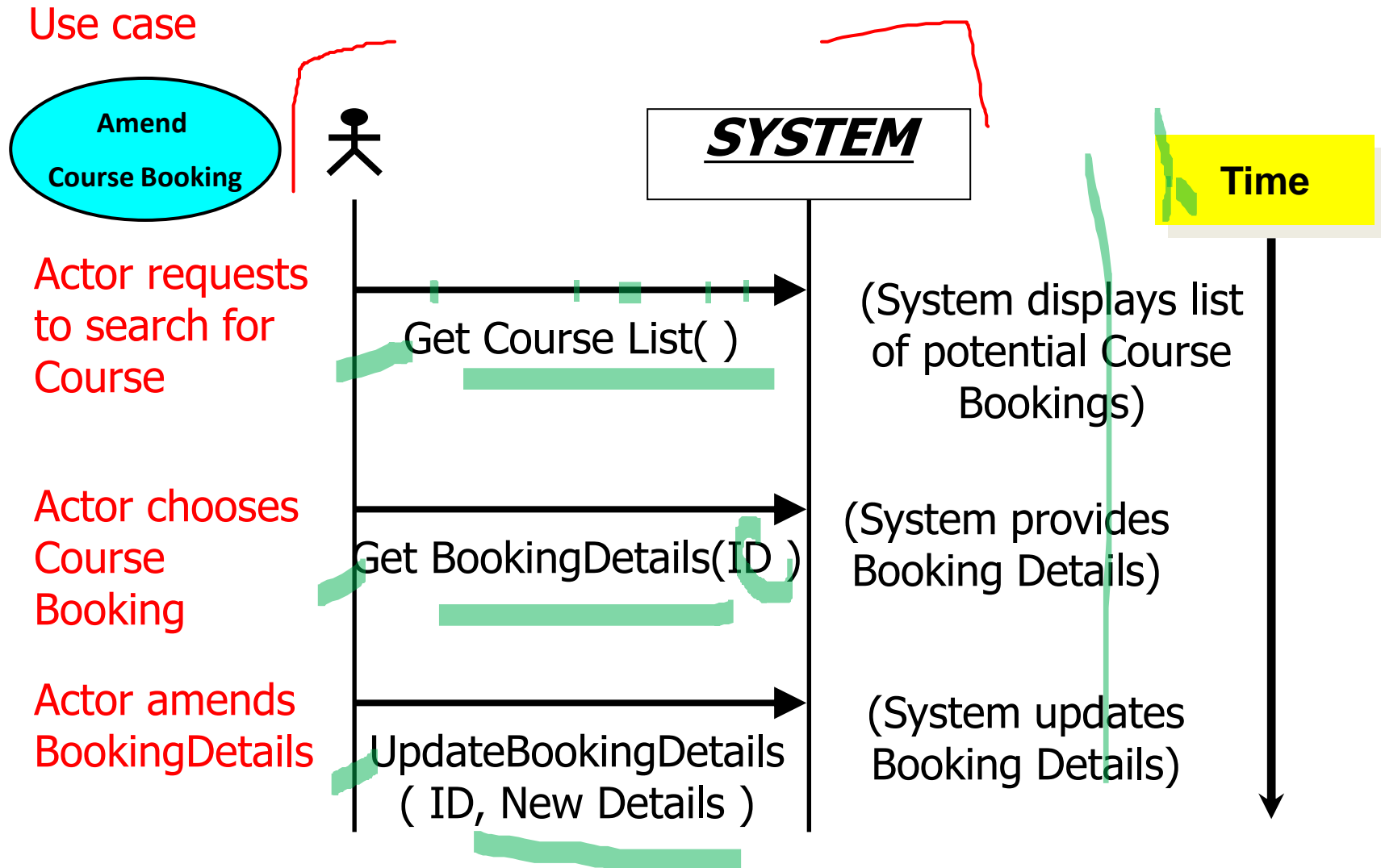
# Use Case Description with Activity Diagram

- Where there are many options/paths through the Use Case, an Activity Diagram can aid understanding

**Activity Diagram**  
(Optional)

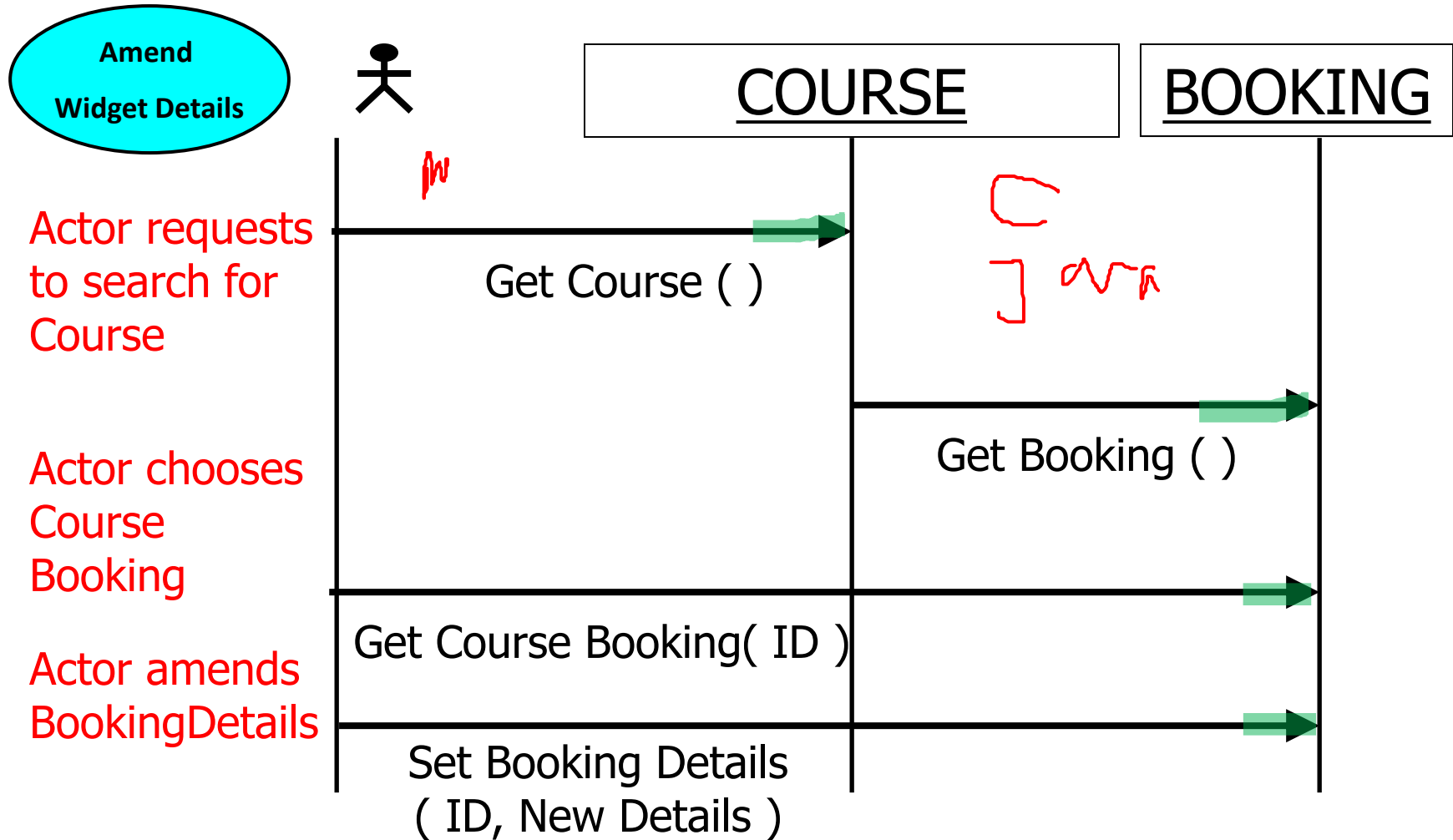


# Interactions Become Messages

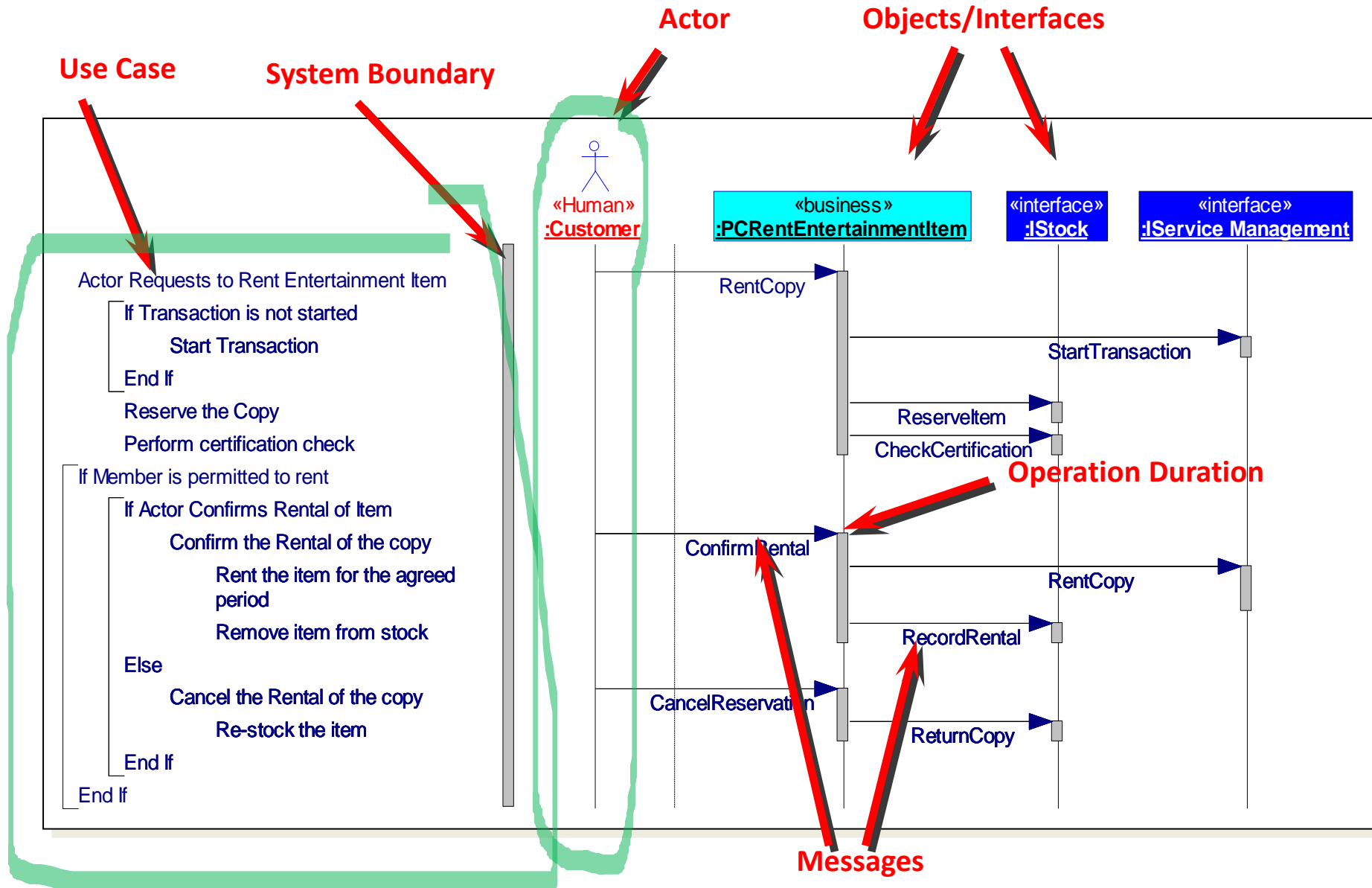


# Supra 4

## Object Interactions

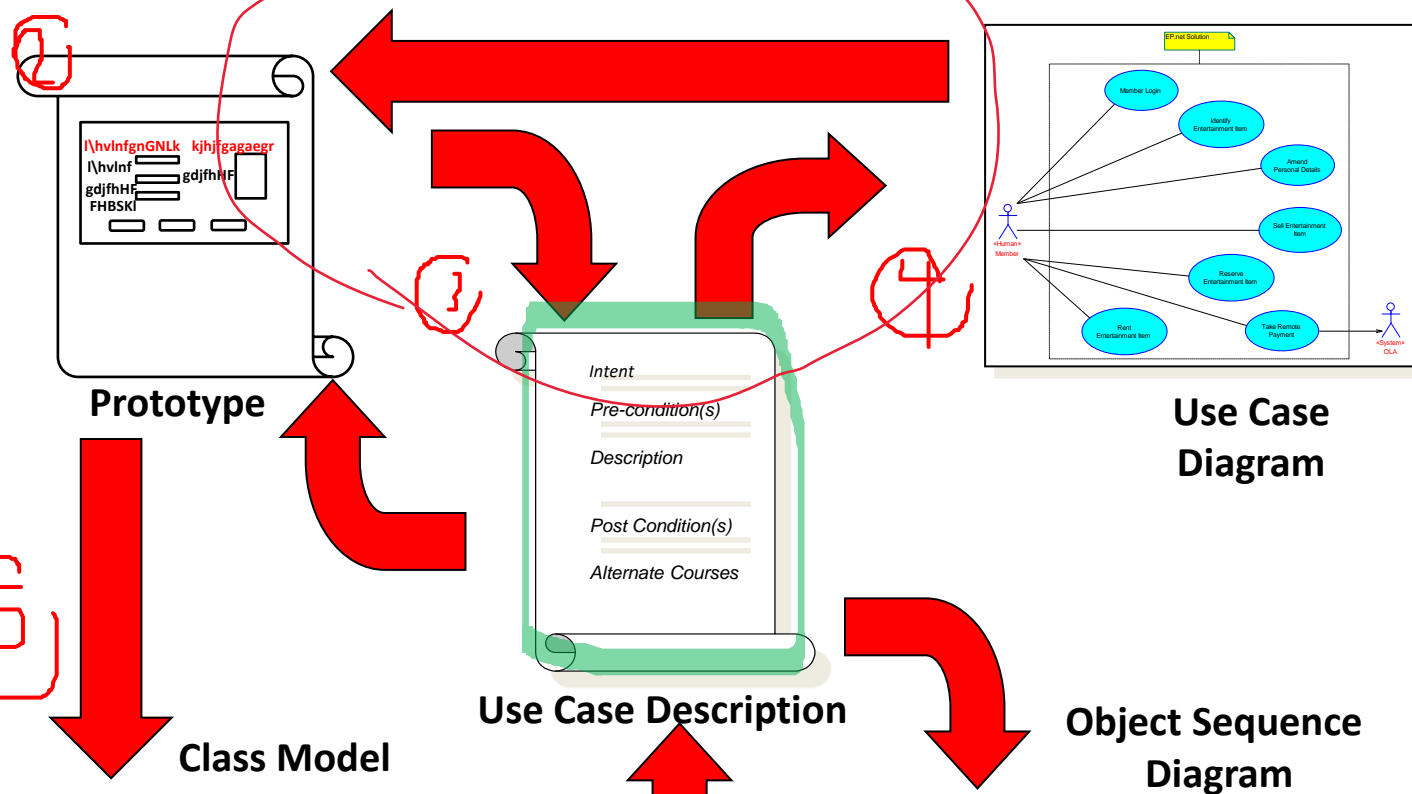


# Object Sequence Diagram

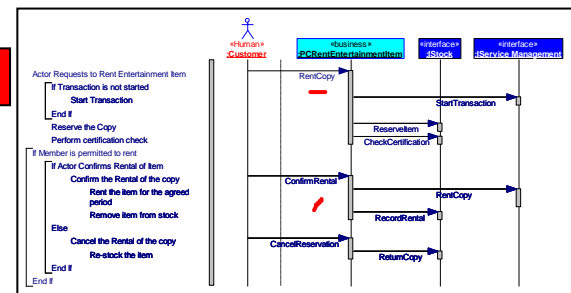
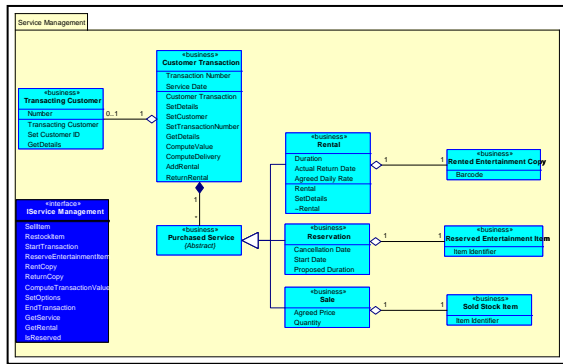


# The Modelling Micro-iterations

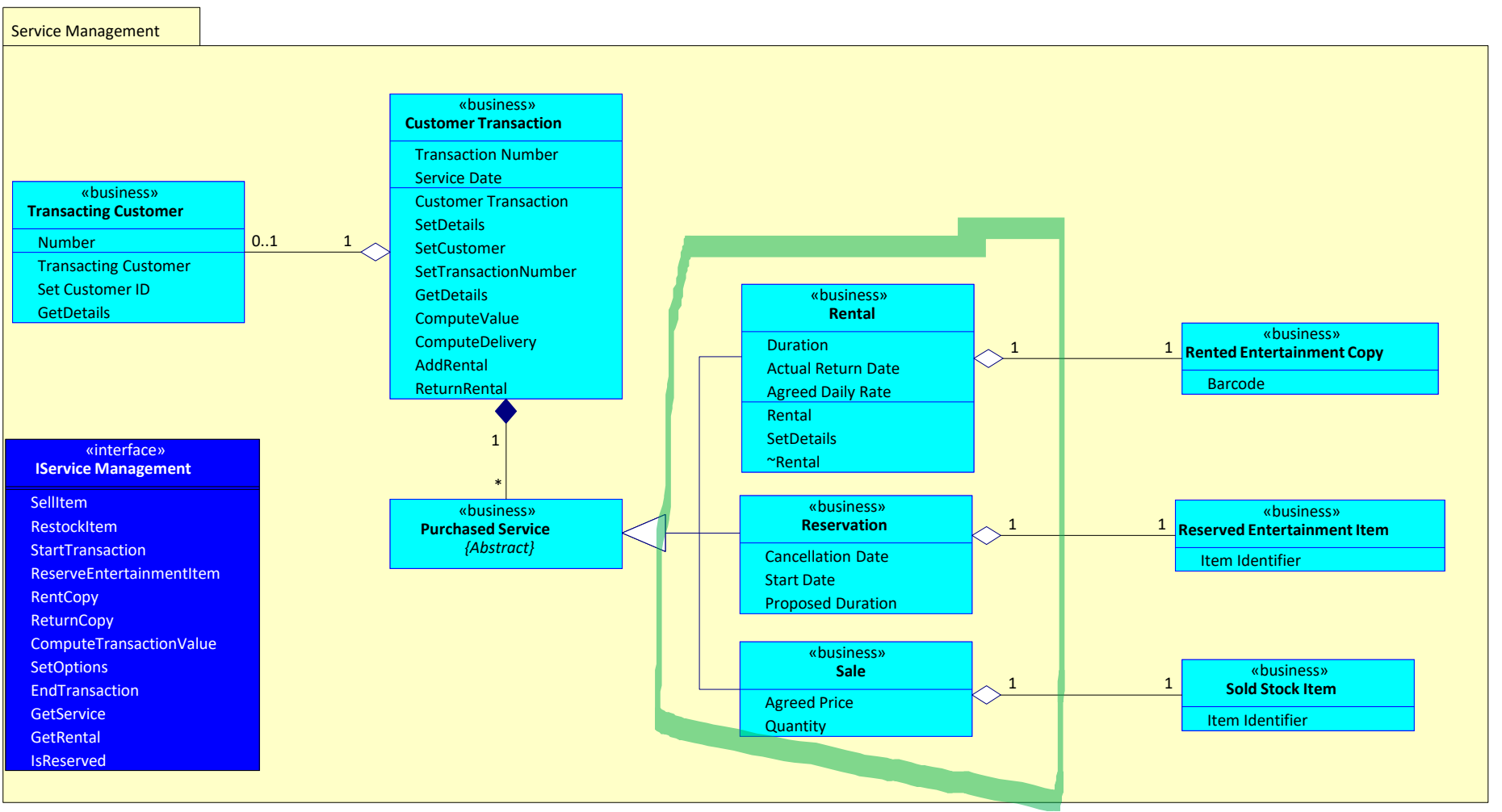
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Analysis  
design  
code



# Class model



# Questions

