A CLASSIC THESIS STYLE

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An Homage to The Elements of Typographic Style

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CREATION OF CABINMANAGER

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UML EXERCISE ONE

From the textual description of the use case the following use case diagram was derived:
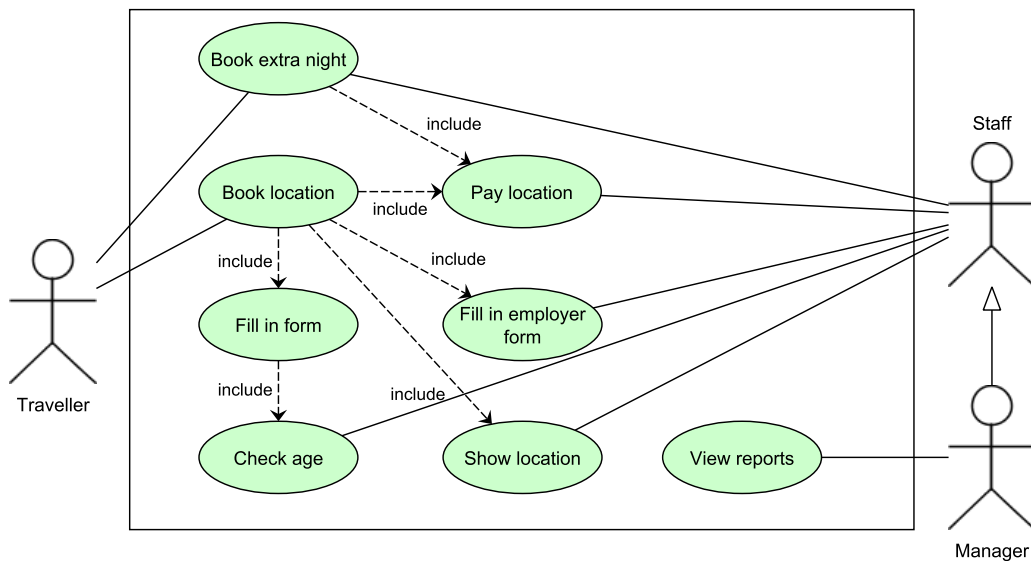

Figure 1: Use case diagram.

The complexity level with many *include* cases was choose to justify the use of a diagram and to show the possible sub-cases that might be reused.

Following from this description the *book location* high-ceremony use case would look like the following scenario:

1.1 HIGH CEREMONY USE CASES

1.1.1 *Use case: book location*

GOAL: Book a location.

ACTORS: Traveller, Staff.

PRECONDITION: A location is available.

POSTCONDITION: The traveller has booked a location for one night.

STEPS: 1. Traveller *fills in form*.

2. Staff *fills in employer form*.

3. Traveller *pays location*.

4. Staff *shows location* to traveller.

ALTERNATIVES: 1A. Fill in form use case fails.
The booking fails.

3A. Pay location use case fails.
The booking fails.

1.1.2   *Use case: fill in form*

GOAL: Fill in form.

ACTORS: Traveller, Staff.

PRECONDITION: User wants to book a location.

POSTCONDITION: Form was filled in correct.

STEPS: 1. Traveller enters personal details.

2. Traveller provides staff with passport.

3. Staff *checks age*.

4. Staff returns passport.

ALTERNATIVES: 3A. Check age use case fails.
The booking fails.

1.1.3   *Use case: pay location*

GOAL: Pay for stay.

ACTORS: Traveller, Staff.

PRECONDITION: -

POSTCONDITION: -

STEPS: 1. Traveller pays for one night.

2. Staff accepts payment.

3. Staff marks payment as received.

ALTERNATIVES: 1A. Traveller can not pay for stay.
The payment fails.

1.1.4   *Use case: show location*

GOAL: Traveller is shown location.

ACTORS: Traveller, Staff.

PRECONDITION: -

POSTCONDITION: -

STEPS: 1. Staff shows traveller the location.

ALTERNATIVES: -

1.1.5   *Use case: fill in employee form*

GOAL: Employee fills in form.

ACTORS: Staff.

PRECONDITION: -

POSTCONDITION: -

STEPS: 1. Staff enter details (location id, form number, nights to stay).
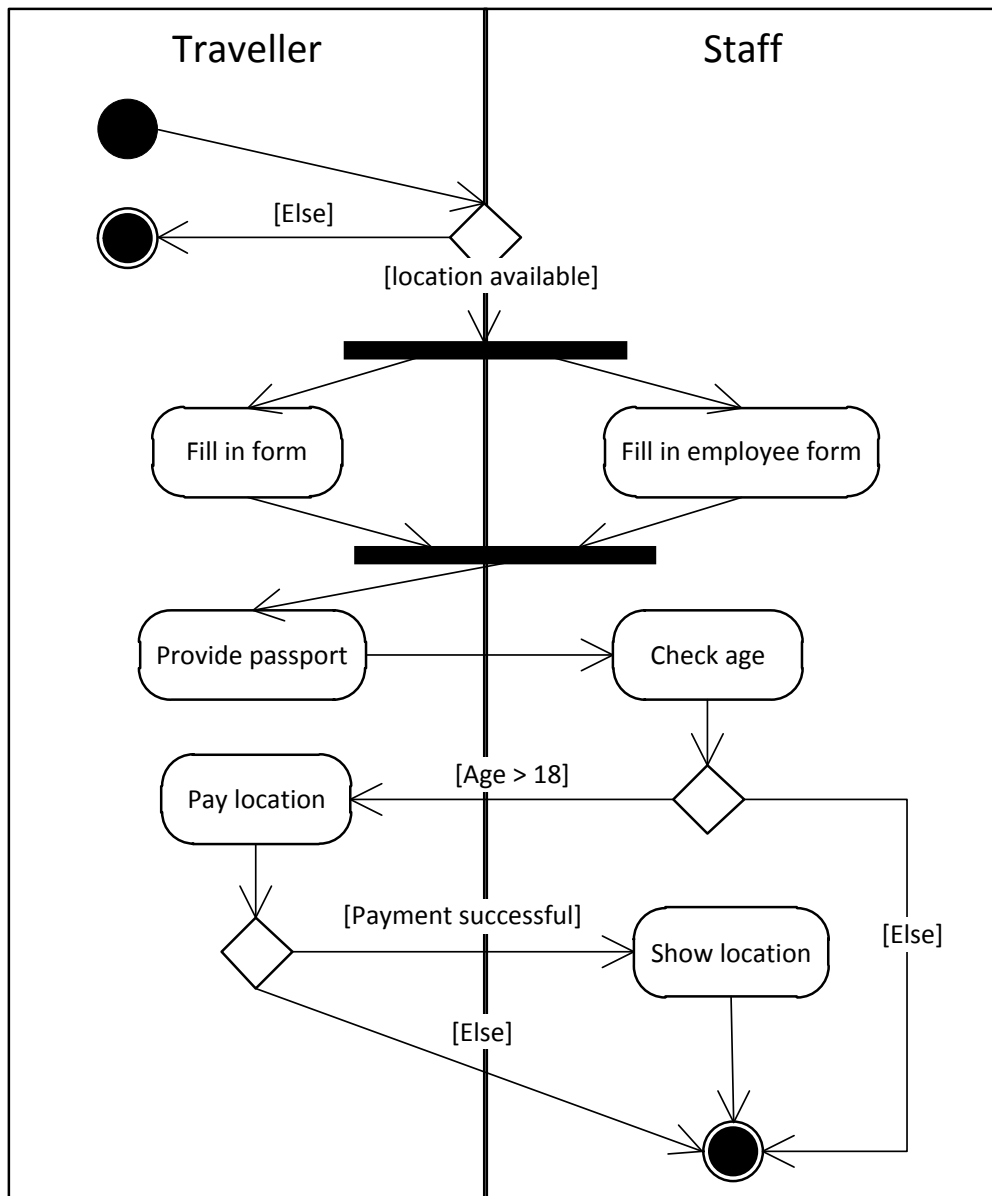
ALTERNATIVES: -

1.2 ACTIVITY DIAGRAMS

1.2.1 *Book location*

Figure 2: Activity diagram of book location.

Even though best practice is to only have one end-point per activity diagram, the provided activity diagram has two to improve readability.

1.2.2 *GetCost()*