SOFTWARE ENGINEERING

EXPERIMENT (3): Sketch UML Use case Diagram for the project.

- **TE COMP B ROLL NO. 02**
- **TE COMP B ROLL NO. 12**
- **TE COMP B ROLL NO. 18**
- **TE COMP B ROLL NO. 25**

TOPIC: CANTEEN MANAGEMENT SYSTEM

**Aim:** To sketch UML Use case Diagram for the project.

Theory:

❖ **Use Case diagram –**

- A use case diagram is used to represent the dynamic behaviour of a system.
- It encapsulates the system's functionality by incorporating use cases, actors, and their relationships.
- It models the tasks, services, and functions required by a system/subsystem of an application.
- It depicts the high-level functionality of a system and also tells how the user handles a system.

❖ **Purpose of Use Case Diagrams –**

1) It gathers the system's needs.

2) It depicts the external view of the system.

3) It recognizes the internal as well as external factors that influence the system.

4) It represents the interaction between the actors.
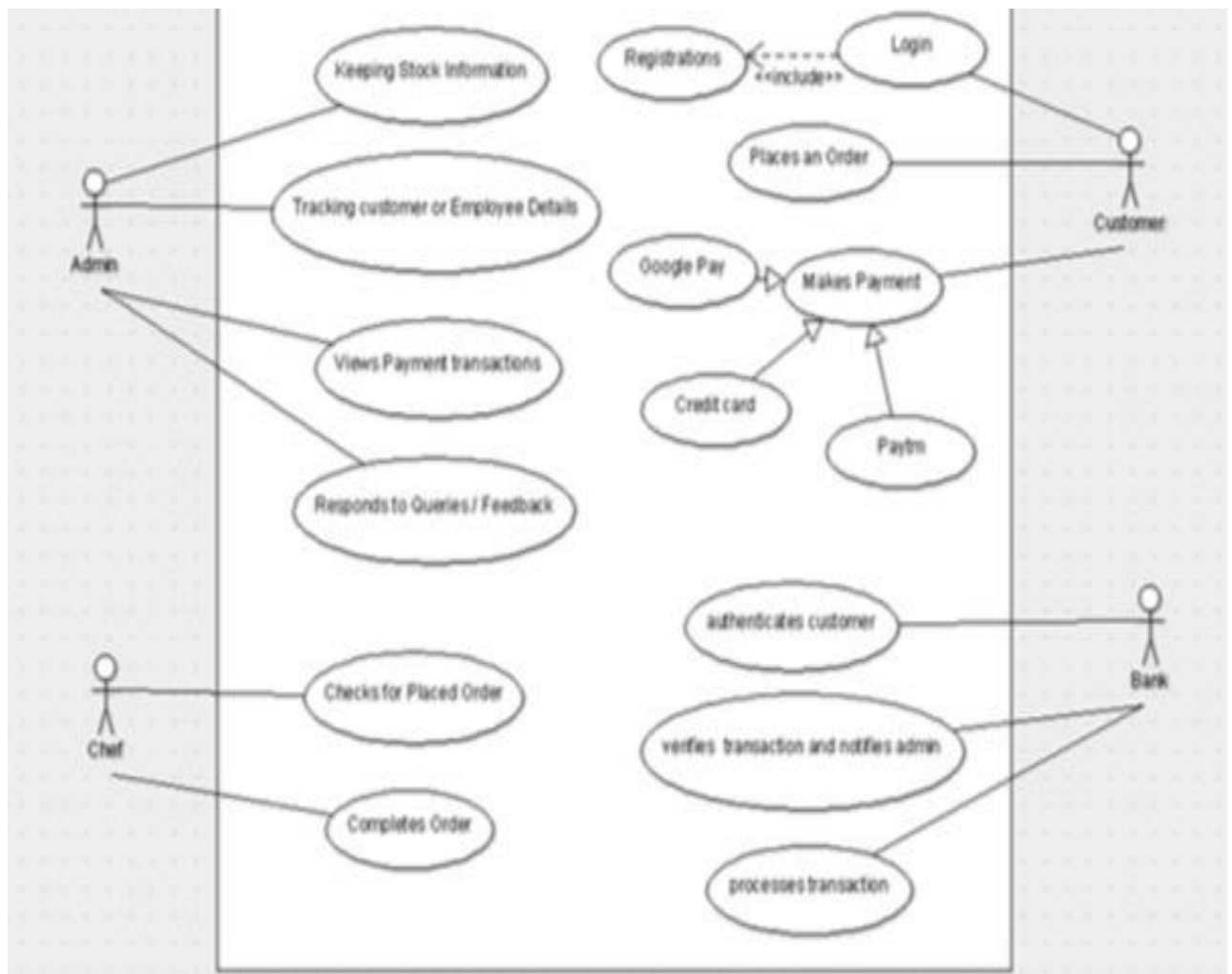
Conclusion: Thus, the students were able to understand as well as design UML use case diagram for their following topic.