

Systems Engineering: Design and Development

ENGR 387



Agenda

- Use Cases Basics
- System Boundaries
- Use Case Diagrams
- Default Multiplicities



Use Case Basics

- What does a use case diagram convey?
 - A set of use cases and the actors that invoke and participate in them
 - Invoke (primary); participate (secondary)
- Use Cases
 - Externally visible services a system provides
 - Depicted in an ellipse
 - Usually, a verb phrase
 - Verb phrase can go inside OR beneath ellipse



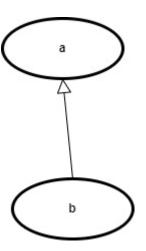


- What does a use case specification convey?
 - The narrative that unfolds when a primary actor invokes the use case



Use Case Basics (cont.)

- What does a use case represent?
 - Actors' goals goals that actors can achieve by using your system
 - Note: An actor can be depicted as a stick figure OR a rectangle
 - Use cases are written from perspective of the actor (not system)
- What is a use case?
 - It is a classifier, an element of definition
 - So you can use generalizations b/t use cases AND b/t actors
- What does a generalization convey?
 - The subtype **b** is a type of the supertype **a**



Two depictions of actor



<<actor>> ActorName



Purpose and Use of Blocks and Block Definition Diagrams

(cont)

- System boundary

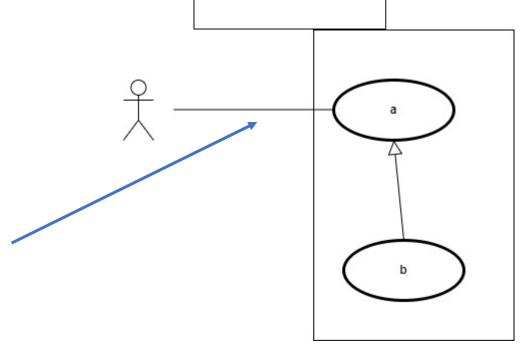
- Represents the system that owns and performs the use cases

- NOT the same as the diagram frame; it is NOT the namespace
- It may have the same name as the block but IT IS NOT THE BLOCK
- Everything outside the boundary is an actor
- Use cases are nested under the model element / namespace



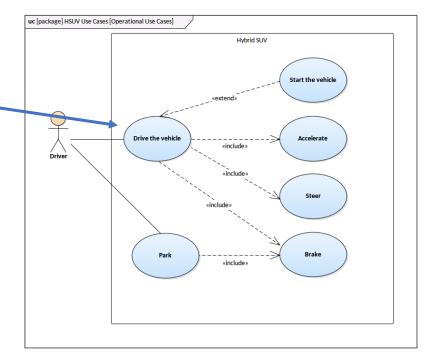
Note: You cannot have associations between use cases





Purpose and Use of Blocks Features

- Base Use Case
 - A use case connected to a primary actor via an association relationship
- Included Use Case
 - Any use case that is at the target (arrowhead)
 of an <<include>> relationship
 - "When x gets invoked, so does y"
- Extending Use Case
 - Any use case that is at the source (tail) of an <<extend>> relationship
 - "When a gets invoked, b MAY as well"



SysML Use Case - Hybrid SUV Use case | Enterprise Architect Diagrams Gallery (sparxsystems.com)







Summary



References

- Additional information can be obtained by reviewing:
 - SysML Distilled (Delligatti)
 - Chapter 5: Use Case Diagrams



Review Questions



- Which of these is NOT depicted in a use case diagram?
 - A. Externally visible services that a system provides
 - B. Actors that participate in use cases
 - C. Requirements derived from use cases
 - D. System Boundary

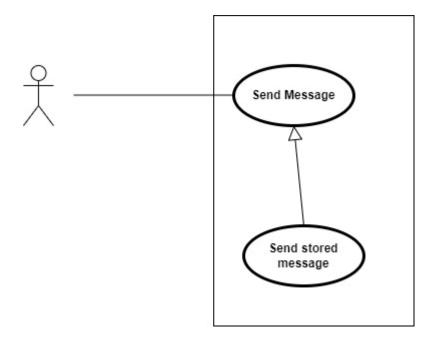


- Which of these is NOT depicted in a use case diagram?
 - A. Externally visible services that a system provides
 - B. Actors that participate in use cases
- 4
- C. Requirements derived from use cases
- D. System Boundary



Which of these is NOT true regarding this use case diagram excerpt?

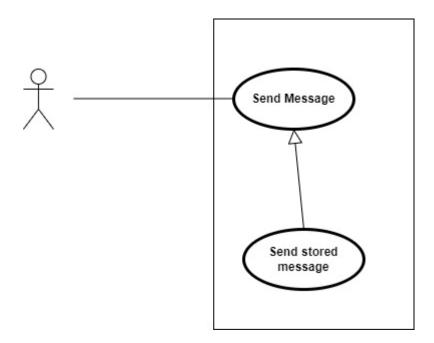
- A. Send stored message is a type of Send message
- B. Any structure that provides the Send stored message service will meet the needs of any client that requires the Send message service
- C. The system boundary shown represents the system that owns and performs the two use cases inside it
- D. Any structure that requires the Send stored message service must first invoke the Send message service





Which of these is NOT true regarding this use case diagram excerpt?

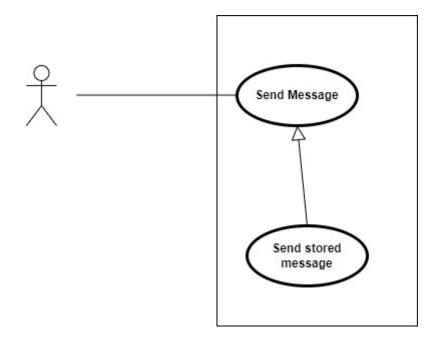
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What relationship does the line between the actor and the Send message use case represent?

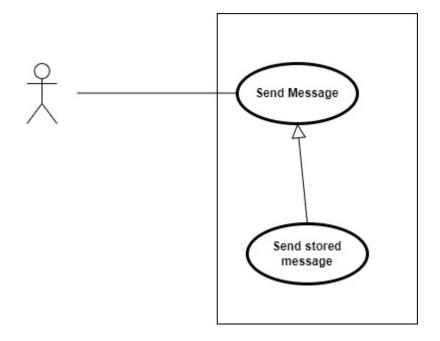
- A. Reference Association
- B. Link
- C. Generalization
- D. Dependency Relationship
- E. Include Relationship





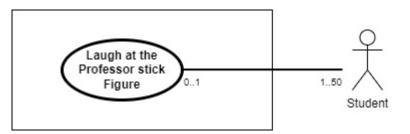
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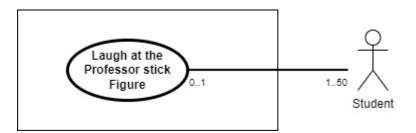


- A. Any particular student may be involved in zero or one execution of Laugh at the Professor stick figure at any given moment
- B. At least one student must be laughing at the Professor stick figure at all times
- C. A single execution of Laugh at the Professor stick figure use case can involve anywhere from 1 to 50 students
- D. Laugh at the Professor stick figure is a base use case



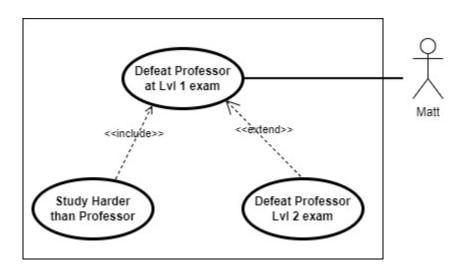


- A. Any particular student may be involved in zero or one execution of Laugh at Paul's stick figure at any given moment
- B. At least one student must be laughing at Paul's stick figure at all times
- C. A single execution of Laugh at Paul's stick figure use case can involve anywhere from 1 to 50 students
- D. Laugh at Paul's stick figure is a base use case





- A. If Matt defeats Professor at the Level 1 exam, then he may also defeat her at the Level 2 exam
- B. If Matt defeated Professor at the Level 1 exam, then he also studied harder than he did
- C. If Matt defeated Professor at the Level 1 exam, then he may or may not have studied harder than he did
- D. Matt is an actor





- A. If Matt defeats Carel at the Level 1 exam, then he may also defeat her at the Level 2 exam
- B. If Matt defeated Carel at the Level 1 exam, then he also studied harder than she did
- C. If Matt defeated Carel at the Level 1 exam, then he may or may not have studied harder than she did
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