Mohawk College

Assignment 2 – UML & Use Case

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**Questions**

1. A user story is a one-sentence description of a work-related task done by a suer to achieve some goal or result. A use case is an activity that the system performs, usually in response to a request by a user.
2. UML, use case diagrams model the behavior of a system and help to capture the requirements of the system. This is important because it helps us to evaluate requirements.
3. There is no limit to this
4. An event is when the system is engaged with. Three types of events are temporal, external and state events. Could be salesclerk answers telephone, clerk initiates the creation of a new order, and customer submits payment, clerk enters amount.
5. This is describing a situation where a use case contains behavior that is common to more than one use case.
6. Below is the use case diagram. Instead of making a big mess with writing on the arrows, I simply wanted to state that most of the shipper’s involvement is inclusive while the management duties are exclusive meaning they only really deal with after the fact matters as opposed to everyday shipping operations.

