Academic Year: 2021_22

C12

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Experiment No. 3

Aim: Identify scenarios & develop UML Use case and Class Diagram for the project

Explanation:

1. For your case study, draw Use case diagrams and Class diagrams

2. For Use case diagrams

   a. Identify actors of the system

   b. Identify the user scenarios for the system

      i. What are the main tasks or functions that are performed by the actor?

      ii. What system information will the actor acquire, produce or change?

      iii. Will the actor have to inform the system about changes in the external environment?

      iv. What information does the actor desire from the system?

      v. Does the actor wish to be informed about unexpected changes?

3. For Class diagrams

   a. Identify analysis classes of the system

      i. *External entities* (e.g., other systems, devices, people) that produce or consume information to be used by a computer-based system.

      ii. *Things* (e.g, reports, displays, letters, signals) that are part of the information domain for the problem.

      iii. *Occurrences or events* (e.g., a property transfer or the completion of a series of robot movements) that occur within the context of system operation.
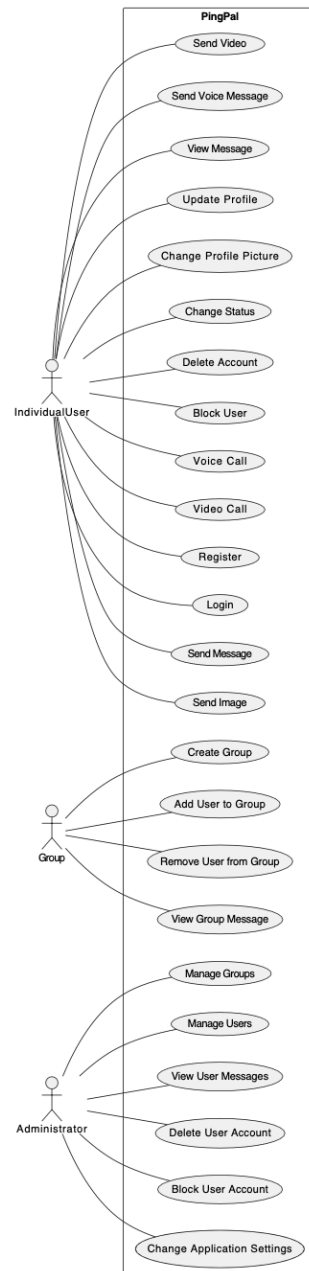
iv. *Roles* (e.g., manager, engineer, salesperson) played by people who interact with the system.

v. *Organizational units* (e.g., division, group, team) that are relevant to an application.

vi. *Places* (e.g., manufacturing floor or loading dock) that establish the context of the problem and the overall function of the system.

vii. *Structures* (e.g., sensors, four-wheeled vehicles, or computers) that define a class of objects or related classes of objects.

b. Identify the attributes of each class

c. Identify operations that manipulate the attributes
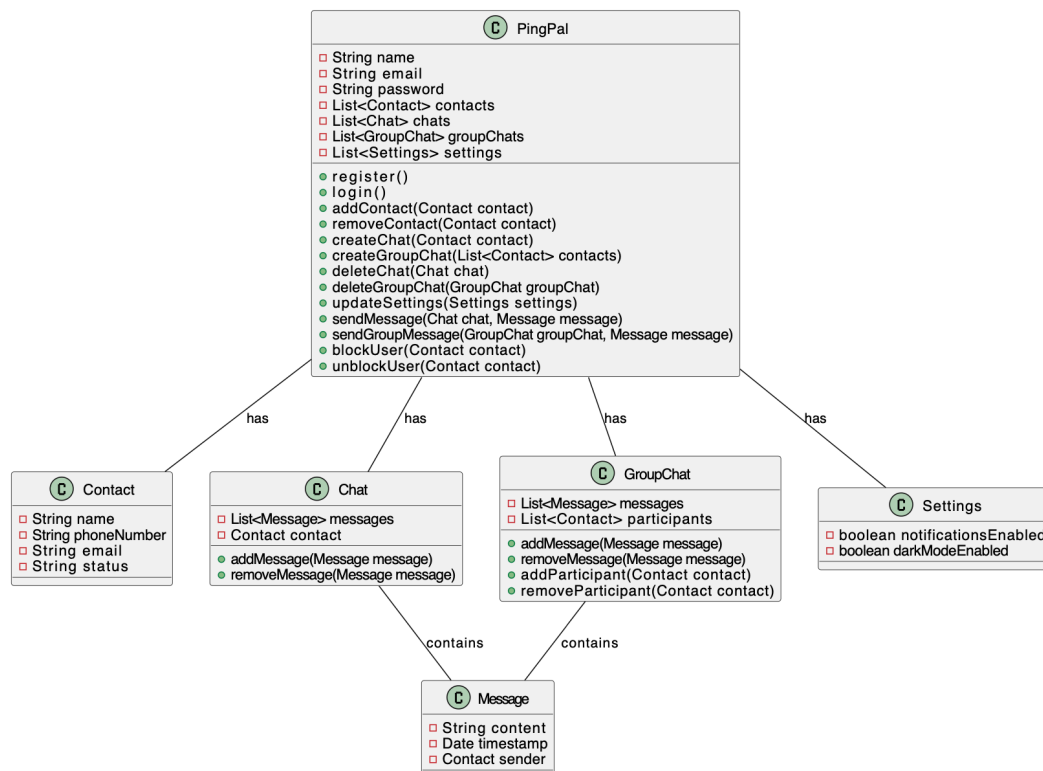
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Use case diagram -

usecase(PingPal).drawio

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Class Diagram -

Conclusion - Thus we have successfully Identified scenarios & developed UML Use case and Class Diagram for the project