

Use-Case Diagram

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Overview

A use case is a model of the interaction between external users of a software product (actors) and the software product itself. A use-case diagram is a set of use cases

Actor

An actor is a member of the world outside the software product. A user of the system can play more than one role. Conversely, one actor can be a participant in multiple use cases. And an actor need not be a human being. Generalization of actors is supported and denoted by an open triangle points toward the more general case.

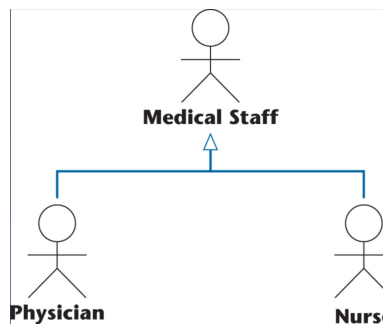


Figure 1: Generalization of Actors

Stereotypes

A stereotype in UML is a way of extending UML and the names of stereotypes appear between guillemets.

- **«include»**

In the «include» relationship, one use case is part of another use case.

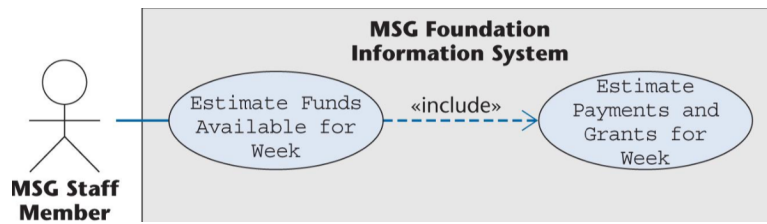


Figure 2: Include Stereotypes

- «extend»

In the «include» relationship, one use case is a variation of the standard use case.

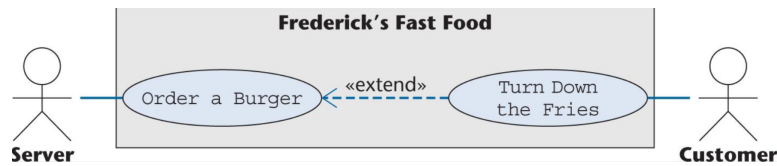


Figure 3: Extend Stereotypes