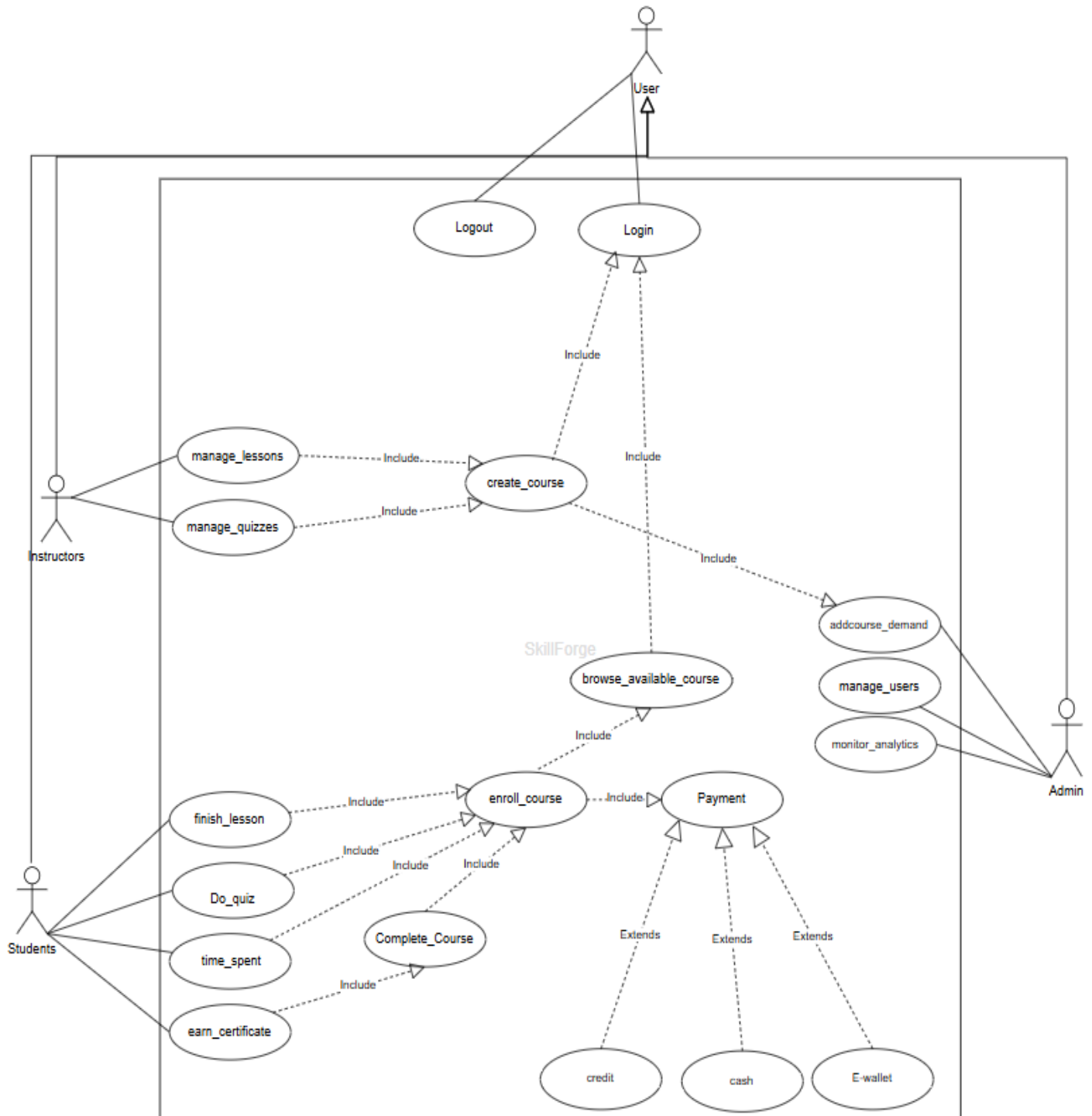# Use Case Diagram

A use-case diagram is a visual diagram that how main actors(outside the system) interact with use cases(inside the system) , with associations (base case), include (must condition), extend (optional), and generalization (inheritance), without worrying about the logic details .

Main Actors

- **Student ,Instructor ,Admin**

Identify Key Use Cases

- **For Students:**

- Browse Available Courses(search for a course)

- Enroll Course (become a student in this course)

- Time_Spent (calculate time spented after end of each quiz and lesson)

- Payment (pay for enrolled course and inside it many optional(credit,E-wallet,cash)

- Earn certificate(after complete course)/do_quiz,finish_lesson(inside course,add time after finished)

Instructors:

- Create Courses(starting point to add course to the system)

- Manage Lessons(add/update/delete lessons)

- Manage Quizzes(add/update/delete quizzes)

For Admins:

- Manage_Users (add/update/delete -> student/instructor)

- Courseadd_demand(Approve/Remove Courses)

- Monitor_Analytics (total users, total completed courses…….)