

Standard case

The standard case represents the favourite sequence of interactions with the system in order to achieve the desired application goals.

Example:

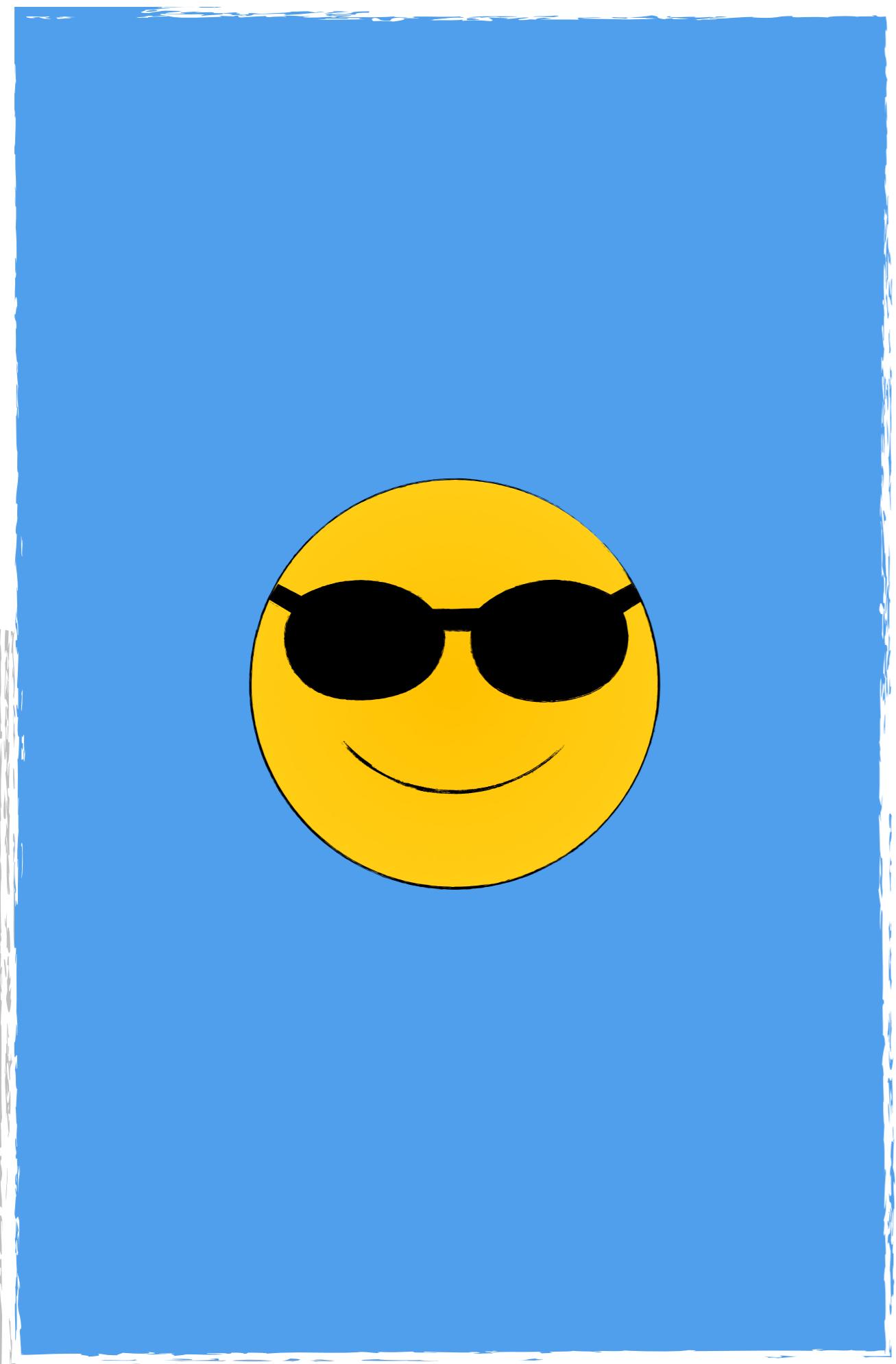
Paying parking fees at the ticket machine



Paying with cash



Coins 10, 20, 50 cents,
1, 2 Euro, exact amount



Alternative case

The alternative case pursues the same application goals as the standard case but describes an alternative sequence of interactions with the system.

Example:

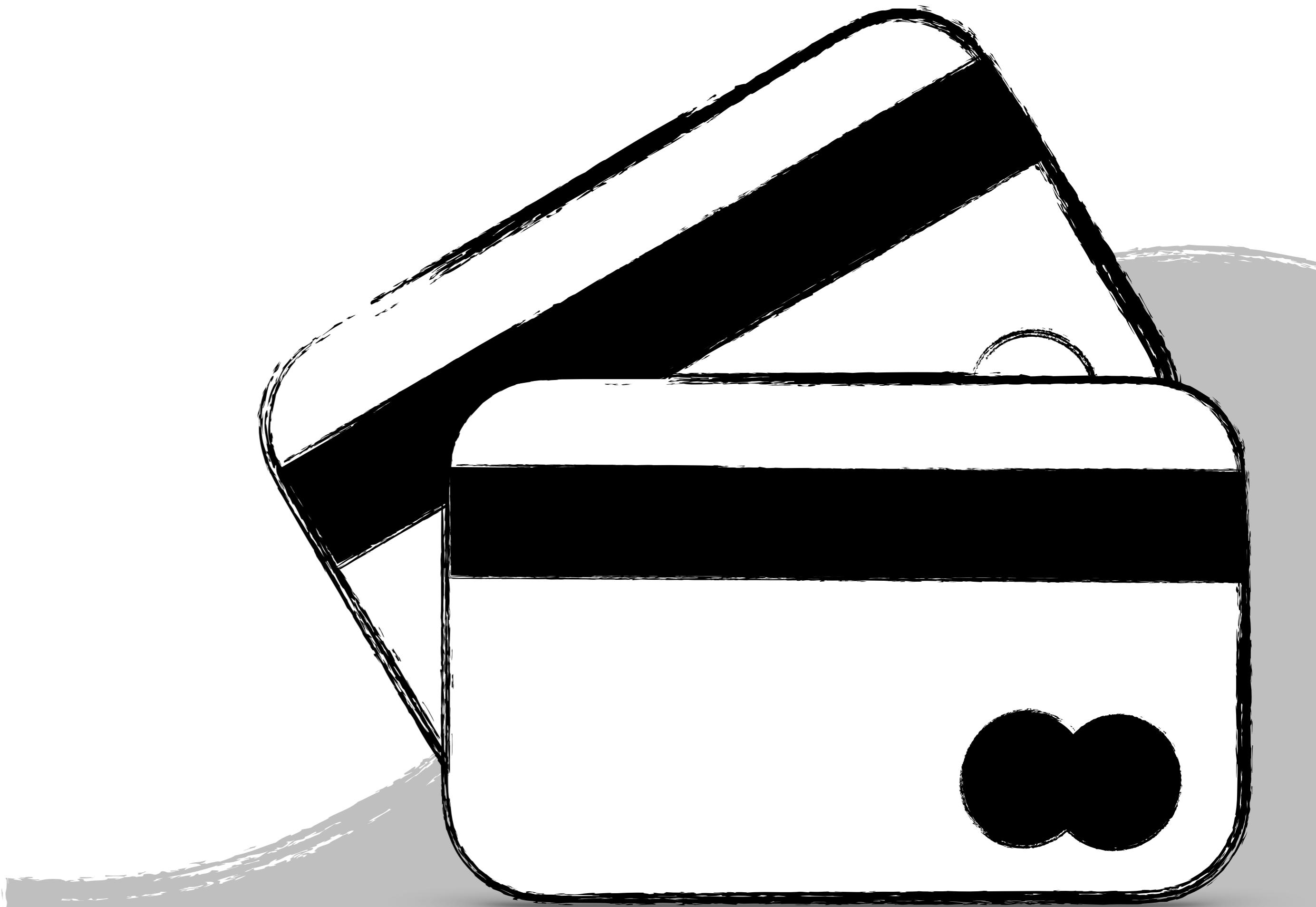
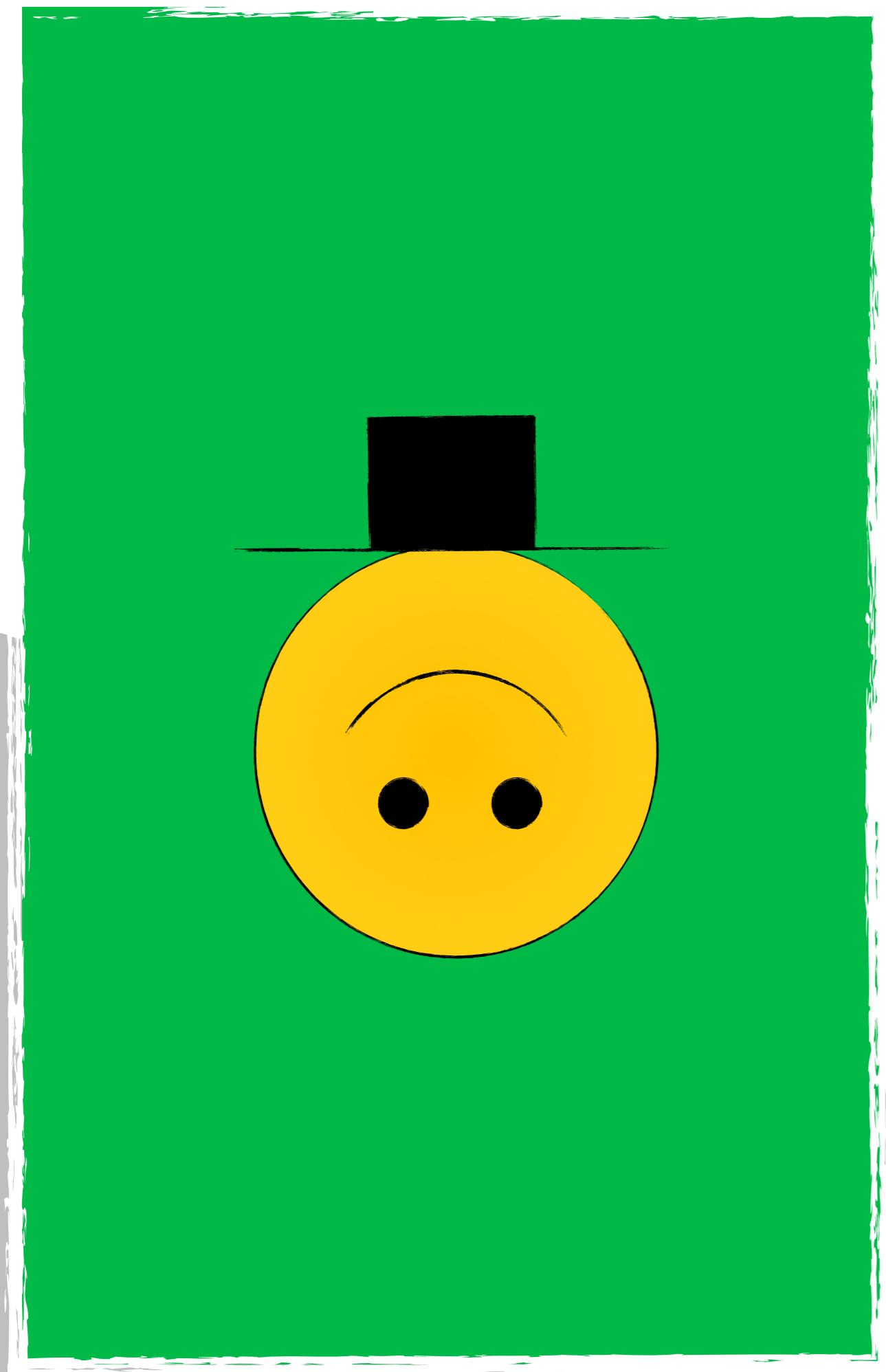
Pay parking fee at the meter



Payment with EC card



valid balance on card, PIN ok



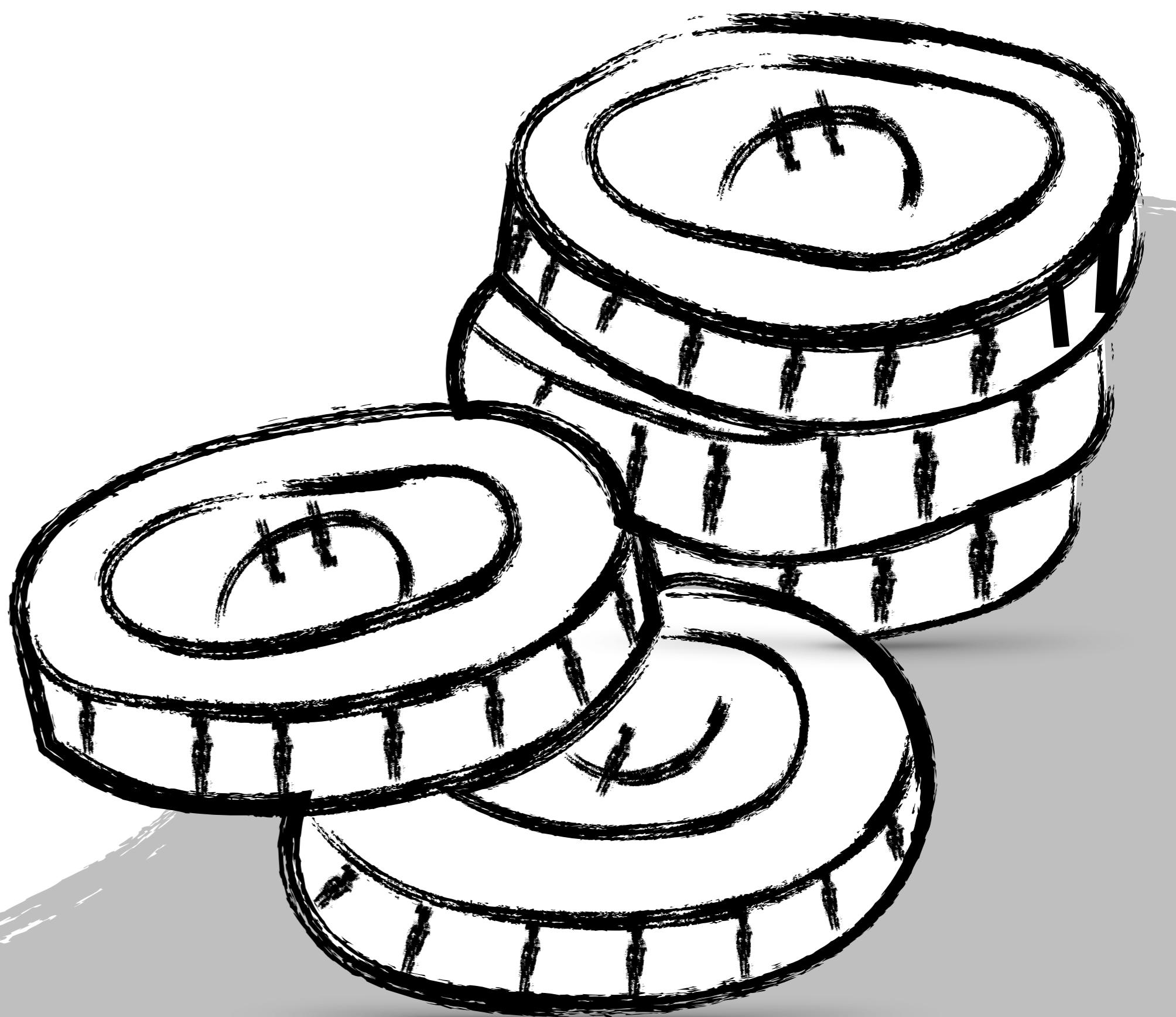
Exception case

The exception meets the same application objective as the standard case and the alternative. The exception describes a sequence of interactions with the system that should be executed if there are deviations from the standard case and the alternative.

Example:

Paying parking fees at the ticket machine

- ⌚ Paying with cash, not suitable, too much
- ➡ Notice and return of money
(excess amount)



Negative case

The negative case deliberately does not fulfil the application objective of standard case, alternative and exception.

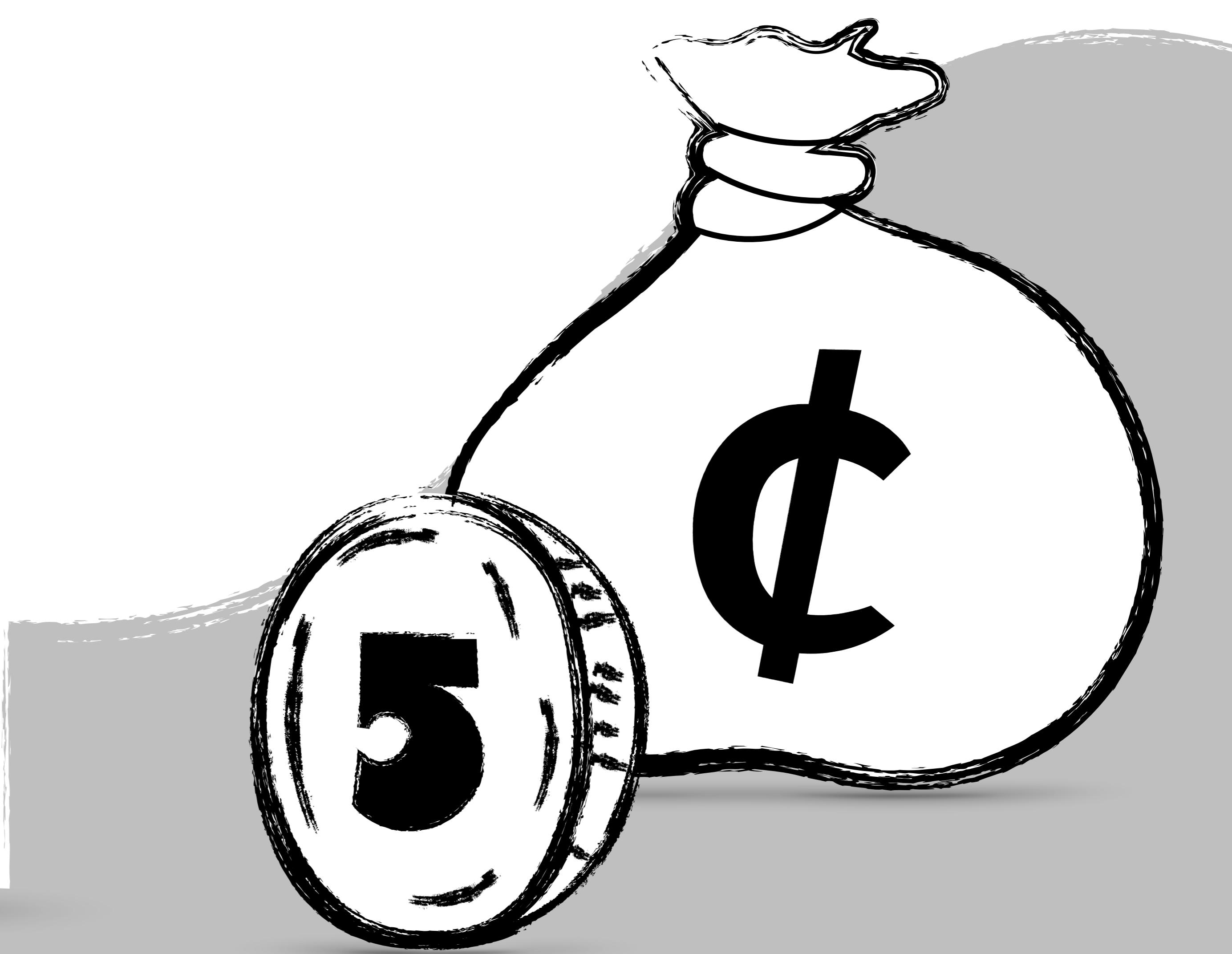
Here invalid test data is used on the same interaction sequences of the happy cases to check that the system rejects them correctly.

Example:

Paying parking fees at the ticket machine

⌚ Paying with cash, with an illicit 5 cent coin

→ Ignore / Drop Coin



MÍSUSE

The misuse case describes an undesired sequence of interactions with the system to assess how robust the system is and whether it is possible to manipulate or outsmart it.

Example:

Pay parking fee at the meter

- Payment with button
- Button is ignored / falls through

