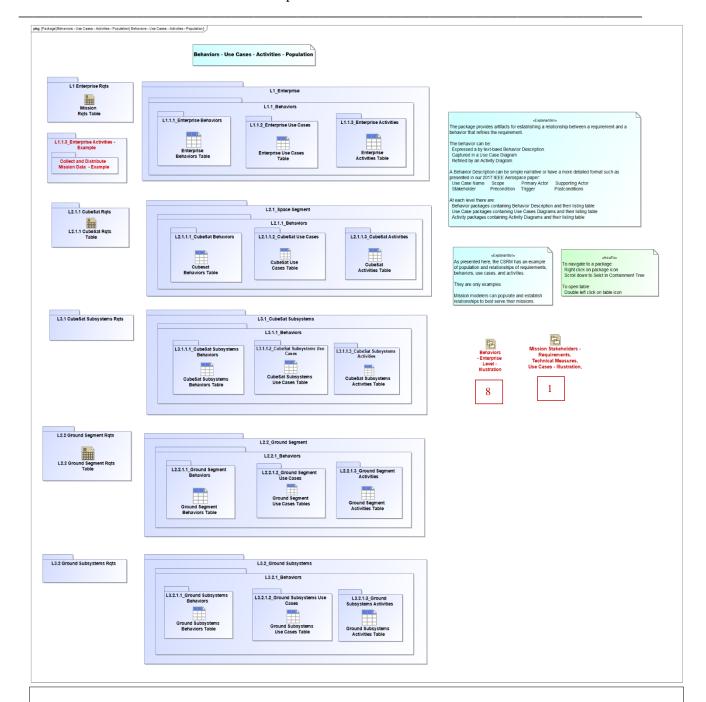
3.2 - Behaviors - Use Cases - Activities - Population



Artifacts for establishing a relationship between a requirement and a behavior that refines the requirement.

The behavior can be:

Expressed a by text-based Behavior Description.

Captured in a Use Case Diagram

Refined by an Activity Diagram

The mission-specific team determines what relationships to use and populates the behavior artifacts

Behaviors - Use Cases - Activities - Population

#	Name	Text	Refined By	Traced To	Derived	From	Traced From	Verified By	Satisfied By	Applied Stereotype
1	☐ MR_1 Mission Rqts Group and	Group provides the prefix numbering scheme which is to change.								Group [Class]
2	MR_1.1 Requirement Name	statement	prise Behavior A				SC_1.1 Mission Stakeho			MissionRequirem
#	# Name	Documentation	Act	Active Hyperlink			Refines		Realizing Element	
1	L L1.1.1_Enterprise Behaviors	The respository for Enterprise behaviors. To be populated by a mission specific team.	Enterpr	ise Behaviors	Table					
2	2 Enterprise Behavior A	An example / placeholder / template for Enterprise Behaviors	5			MssR MR_	1.1 Requirement Name	e	Enterprise Use Case A	
			-							
-	# Name	Documentation	/	Active Hyperlink			△ Refines		Realizing Element	
	1 ☐ ☐ L1.1.2_Enterprise Use Case	The repository for Enterprise u cases. To be populated by a mission specific team.		Enterprise Use Cases Table						
	2 Enterprise Use Case A	An example / placeholder / template for Enterprise Use Ca	ses 🔓 Ente	Enterprise Use Case A		Enterprise Behavior A		<u> </u>	Enterprise Activity A	
	# Name	Documentation	Active	Hyperlink			Refines		Realizin	g Element
	1 🗏 🗀 L1.1.3_Enterprise Activit	The repository for Enterprise cactivities. To be populated by a mission specific team.	Enterprise	Enterprise Activities Table						
	2 Enterprise Activity A	An example / placeholder / template for Enterprise Activities	Enterprise	erprise Activity A] Enterp	orise Use Case A			

Tables repository for enterprise requirements, behaviors, use cases, and activities

To be populated by a mission specific team

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#	Name	Text	Refined By	Traced To	Traced From	Satisfied By	Verified By	Applied Stereotype
1	☐ 🔤 CSat_1 CubeSat Rqts Group	The Group provides the prand numbering scheme - which is easy to change.	efix					CubeSatRequirem
2	CSat_1.1 Requirement Name	Shall Statement	CubeSat Behavior A					CubeSatRequirem
#	Name	Documentation	Active Hyperlink		Refines		Rea	alizing Element
1	☐ L2.1.1.1_CubeSat Behaviors	Repository for CubeSat behaviors. To be populated by a mission-specific team.	Cubesat Behaviors Table					
2	CubeSat Behavior A	Example / placeholder / template for Cubesat Behaviors		Cobbe CSat_1.1	CSat_1.1 Requirement Name		e CubeSat Use Case A	
#	Name	Documentation	Active Hyperlink	Re	efines		Realiz	ing Element
1	☐ L2.1.1.2_CubeSat Use Cases	The repository for CubeSat use cases. To be populated by a mission specific team.	CubeSat Use Cases Table					
2		An example / placeholder / template for CubeSat Use Cases.	CubeSat Use Case A	CubeSat Beh	navior A		CubeSat A	activity A

#	Name	Documentation	Active Hyperlink	Refines	Realizing Element
1	☐ L2.1.1.3_CubeSat Activities	The repository for CubeSat activities. To be populated by a mission specific team.	CubeSat Activities Table		
2	CubeSat Activity A	Example / placeholder / template for Cubesat Activities	문 CubeSat Activity A	CubeSat Use Case A	

Table repository for CubeSat requirements, behaviors, use cases, and activities.

To be populated by a mission specific team

There are table repositories for CubeSat subsystems, ground segment, and ground subsystems