

# Use Case Modeling

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Prodi D4 Teknik Informatika

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## Intro



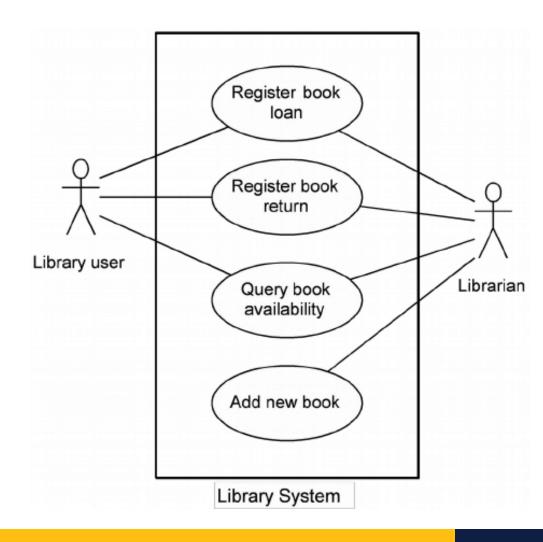
In OOAD, there are 2 types of model used to describe the functionality of a software, Use Cases and Activity Diagrams

Use cases are used to defining the software behavior



### What is Use Case?

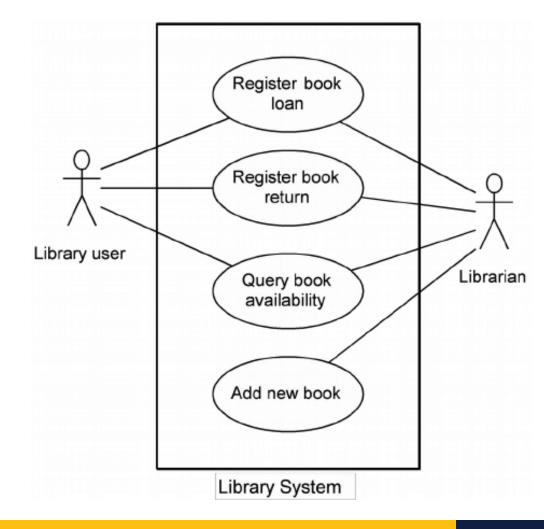
- A formal way representing the way business system interact with its environment
- It illustrate the activities performed by the user of the system (software)
   For examples:
  - Buy a book
  - Create an account
  - Post a book review
  - Give a book rating
  - etc



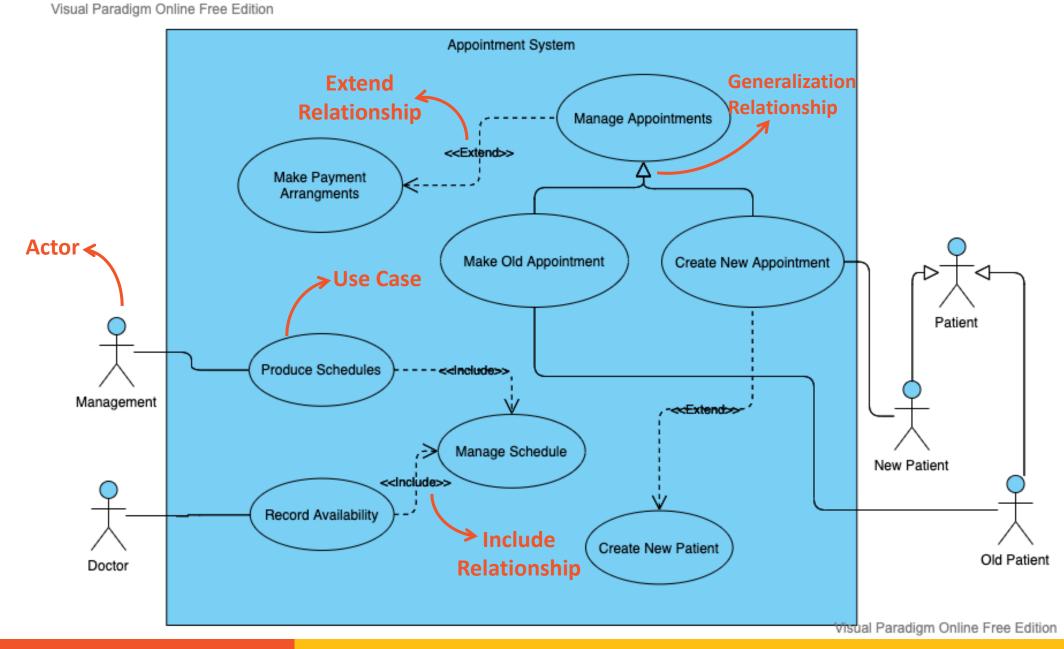


## What is Use Case Diagram?

- A diagram which show multiple use cases on the one diagram
- It's showed an overview of a related group of use cases

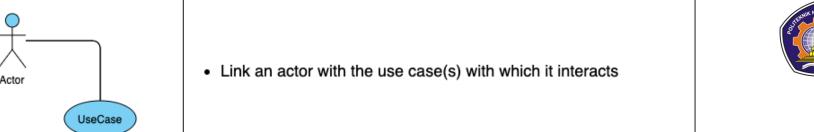






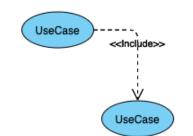
#### Use Case Anatomy (2)

Actor	<ul> <li>Is a person or system that derives benefit from and is external subject</li> <li>Is labeled with is role</li> <li>Can be associated with other actors using specialisation/superclass association</li> <li>Is placed outside the subject boundary</li> </ul>
UseCase	<ul> <li>Represents a major piece of system functionality</li> <li>Can extend another use case</li> <li>Can include another use case</li> <li>Is placed inside the system boundary</li> <li>Is labeled with a descriptive verb-noun phrase</li> </ul>
System	<ul> <li>Includes the name of the subject inside or on top</li> <li>Represents the scope of the subject, e.g., a system or and individual business process</li> </ul>
	Visual Paradigm Online Free Edition

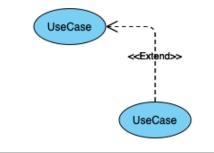




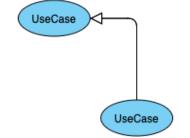




- · Represents the inclusion of functionality of one use case within another
- . Has an arrow drawn from the base use case to the used use case



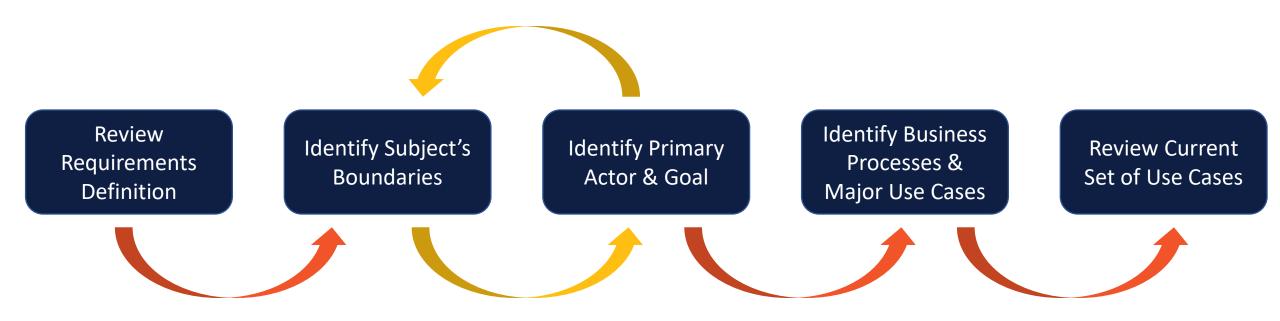
- Represents the extension of the use case to include optional behaviour
- Has an arrow drawn from the extension use case to the base use case



- Represent a specialised use case to a more generalised one
- · Has an arrow drawn from the specialised use case to the base use case



## Identify The Major Use Cases: The Best Practice



Tegarden, D., Dennis, A., & Wixom, B. (2013). Systems analysis and design with UML. Singapore: John Wiley & Sons.



## The Guidelines: How to write Use Cases (1)

- Follow two paragraph rules
  - How user will be using the system and what system will do in response
  - What happens? (sunny days) -> Things that should be done in correct way
  - And then what happens? -> Keep asking until sunny days is completed
  - What else might be happen? -> If something wrong happen, what should we do?
- Write use cases in active voice
- Write use case using an event/response flow

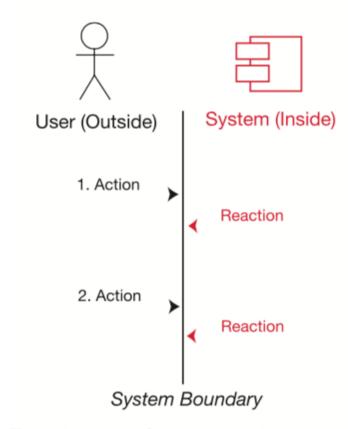


Figure 3-2. Anatomy of a use case scenario



## The Guidelines: How to write Use Cases (2)

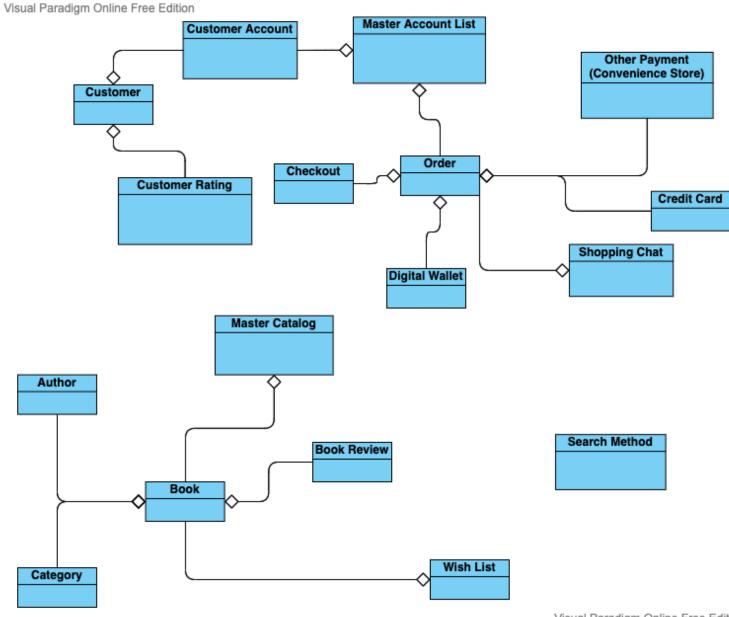
- Write your use case in the context of the object model
- Write your use cases using a noun-verb-noun sentence structure
  - The nouns are the object instances -> We can find it on our domain model
  - The verbs are the messages between the objects -> Represent the software function



## Back to our online bookstore







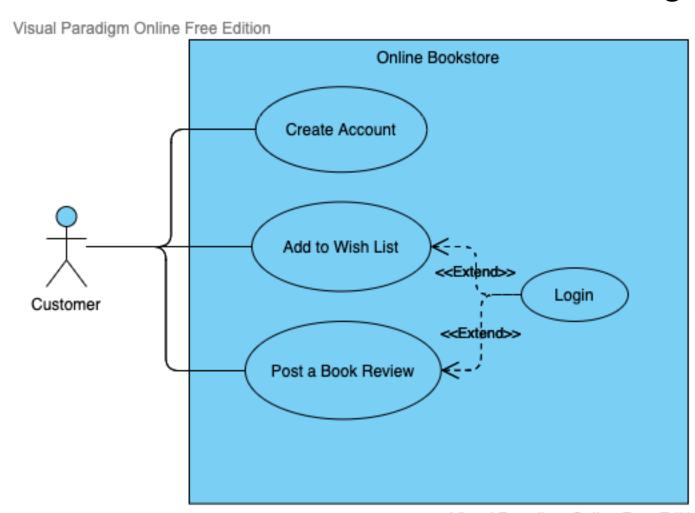


## Online Bookstore: The Use Cases

- The customer enter id, name, address, email, and password, to create a customer account and then click create account button. The system looks up the master account list. If the customer doesn't exist, the system will add the customer account to master account list.
- The customer select a book and adds it to his wish list. The system display the updated wish list page and display the customer's shopping chart.
- The customer able to post a book review. The system will show the reviews on the book detail page.

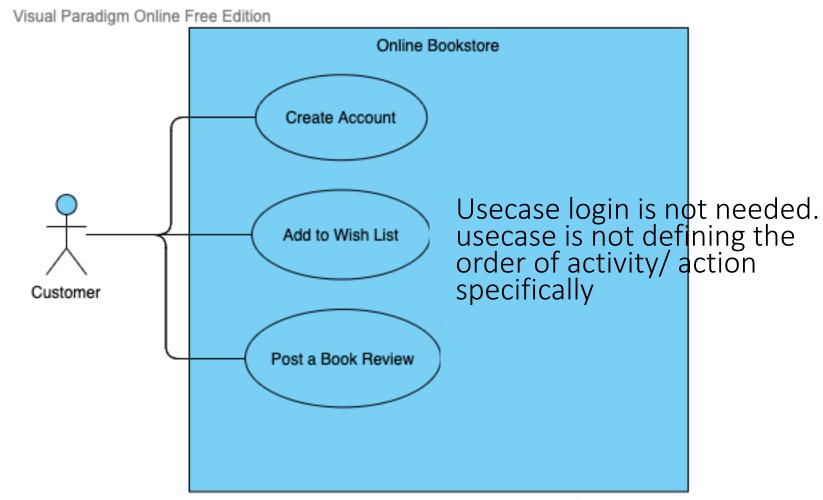


## INCORRECT: Online Bookstore: The Use Case Diagram





#### **CORRECT**: Online Bookstore: The Use Case Diagram





# Our use case is not complete

And not good enough. We should update it in the next several iteration.

## Now your turn!



