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# What is Use Case in Testing

Use case is a method used to display how the user interacts with the system. It contains users' actions and the response of the system for those user actions.

It is a diagram that represents the user's interaction with the system. It helps in reducing the miscommunication between different teams in the project.

The business analyst writes the functional requirements after requirement gathering and analysis. Using use cases we can describe functional requirements.

## Elements in Use Cases

**Actor:** It refers to the user, it can be anyone who performs something in the system. It can be the customer, admin, vendor, delivery associate etc.

**System:** It is a product, service or software under discussion.

**Goal:** It is the successful user outcome.

**Stakeholder:** It refers to a person who interacts to find out the behaviour of the system.

**Precondition:** It is the condition the system needs to be before the workflow starts.

**Triggers:** It is the event that initiates the use case..

**Main success scenario:** It is the scenario in which nothing fails, it's also known as basic flow.

**Alternative paths:** It is a different path compared to the main scenario, here the system might achieve the goal through a different path or it can also fail, it is a variant from the basic scenario.

**Post condition:** It is the condition which the system should have completed by the end of the steps.

# USE CASE DIAGRAM



SYSTEM



USE CASE



ACTOR



RELATIONSHIP

- **System:** The rectangle shape represents the system. It is the software system under discussion.
- **Use Case:** The oval shape represents the use case. It can be any action or activity.
- **Actor:** The stick figure represents the actor. It is the end-user of the system.
- **Relationship:** The arrow represents the relationship. It shows the system workflow.