# Business Use Cases

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## Contents



## Objectives

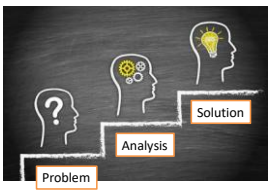
- To *analyze* application software business requirements.
- To *document* application software business requirements.

## References

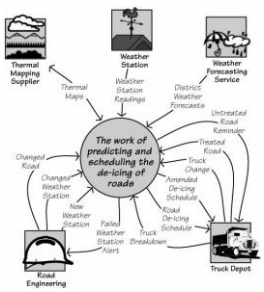
1. Suzanne Robertson and James Robertson (2012). Mastering the Requirements Process. Addison Wesley Professional.
2. Joy Beatty and Anthony Chen (2012). Visual Models For Software Requirements. Microsoft Press.

## Problem Analysis and Specification

- The purpose of software is to *solve problems*.
- How do we *analyze* and *document* problems?

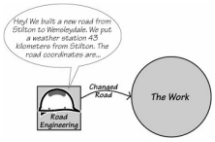



## Context Diagram



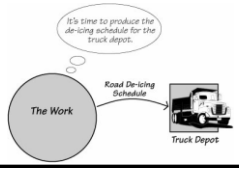
## Business Events

- Any system or piece of work responds to *things that happen* outside it. We call these happenings *business events*.
- A business event takes place *outside* the scope of the work.
- The work learns that it has happened through the arrival of an *incoming flow of information*.
- Business events are *determined using* the flows from the adjacent systems on the context diagram.




## Time-Triggered Business Events

- A *time-triggered* business event happens when a prearranged time is reached.
- This is based on either
  - a *periodic occurrence* (for example, the end of the month, or 5 P.M. each day),
  - a *fixed time interval* (three hours since the last occurrence), or
  - a certain *amount of time elapsing* since another business event (30 days after sending out an invoice).




## Finding Business Events

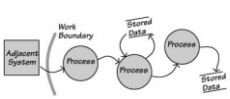
- You need some *knowledge of the work* to figure out the business events.
- Identify *key roles* (aka user types) from key stakeholders.
- Identify *business events* caused by a key role's action.


## Example

- Calling a cab.
- Waiving vs. calling vs. touching.

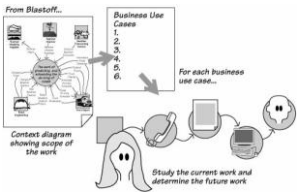
## Business Use Cases

- When a business event happens, the work responds by initiating a *business use case*.
- The business use cases are the work's responses to the business events.
- The work's response to the business event is to continue processing until all active tasks (the processes) have been completed and all data retrieved or stored.
- The business use case is a collection of *identifiable* processes, data that is retrieved and/or stored, output generated, messages sent, or some combination of these.



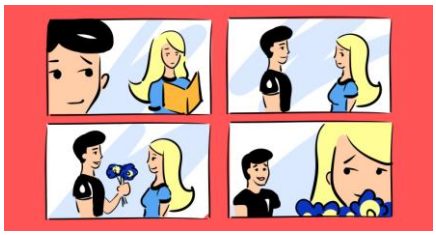

## Determining Business Use Cases

- From the work context diagram, you *determine* the business events and the resulting business use cases.
- The business use cases are studied *until* the analyst understands the desired functionality of the work and the part of that functionality to be performed by the product.



## Scenario (Workflow)

- The *scenario* tells the story of a business use case.

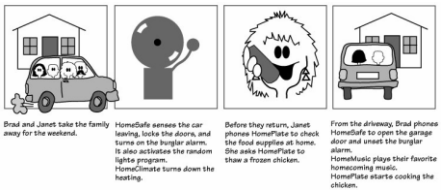


## Documenting Scenario: *Storyboards* [1]

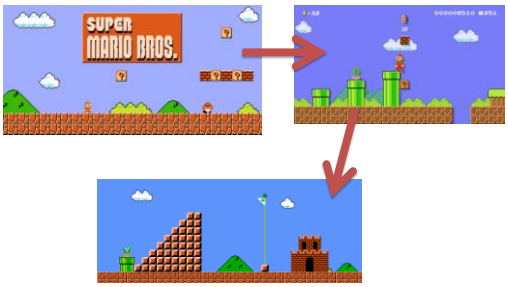
- *Storyboards* are a prototyping technique borrowed from the film and cartoon industries.
- When a cartoonist is planning a cartoon, he sketches a number of linked pictures.
- These pictures identify the story line and guide the cartoonist in how many detailed pictures he needs to draw.

## Building a Storyboard

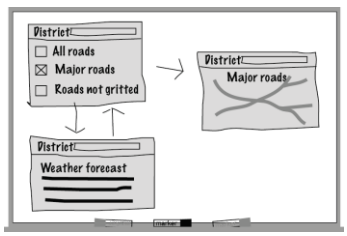
- *Building a storyboard* means thinking of the proposed functionality as a story and breaking it into a series of steps, or discrete actions.
- Draw each action as a panel of the story.




## Documenting Scenario: *Pictures*

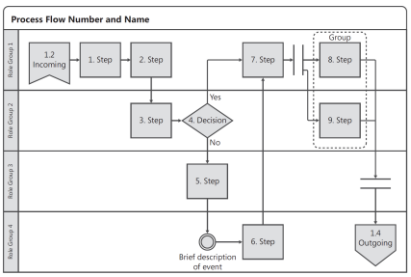



## Documenting Scenario: *Quick and Dirty Prototype*



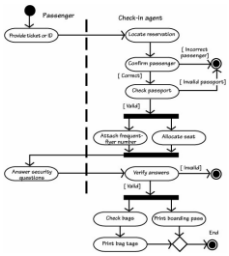

https://balsamiq.com/

## Documenting Scenario: *Process Flow* [2]




https://www.lucidchart.com

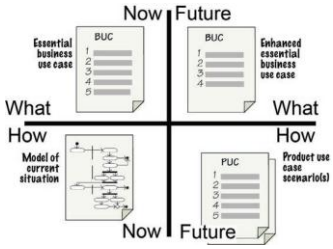
## Documenting Scenario: *Activity Diagram*





See **Software Requirements: 04.1. Unified Modeling Language** for details.

## The Brown Cow Model




## Further Reading

- Tom DeMarco (1979). Structured Analysis and System Specification.
  - Data-flow diagram.
- Stephen M. McMenamin and John F. Palmer (1984). Essential Systems Analysis.
  - Event-partitioning approach.
- Edward Yourdon (1989). Modern Structured Analysis. Prentice Hall.

## Thank You & See You Again