

## # Use Case Model / Diagram

Focus on what a system can do.

In other words, what users can do within a system.

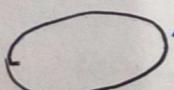
Consists of three components/symbols:

① Actor:  actual users

→ divided into two types:

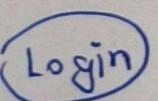
① Primary: who actually takes benefit from the system.

② Supporting: who helps to keep the system running.

② Usecase:  oval shape

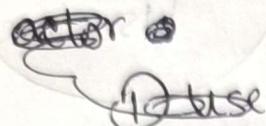
→ shows the requirements of the system.

→ task/functions an user can perform using the system.

 look!  
an usecase

### ③ Behavioral Relationships:

→ Shows the interactions between,



① actor - use case

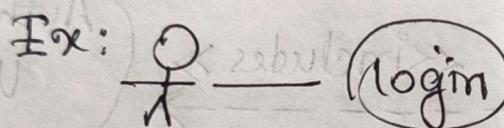
② use case - use case

③ actor - actor

→ 4 types of relationships

① Communities Communicates

— Connection between actor - use case.



Symbol: '—'

② Includes <sup>mandatory</sup>

— Relationship between use-case - use-case

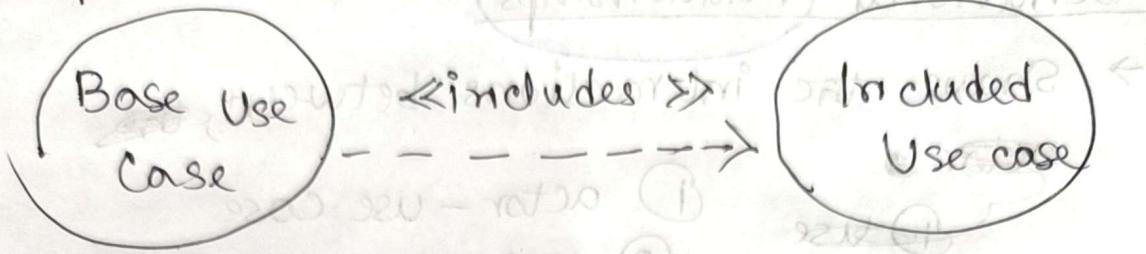
— One usecase always includes another usecase as part of its behavior.

— One is base and the other is included use case.

— The included use case must happen every time as the base use case.

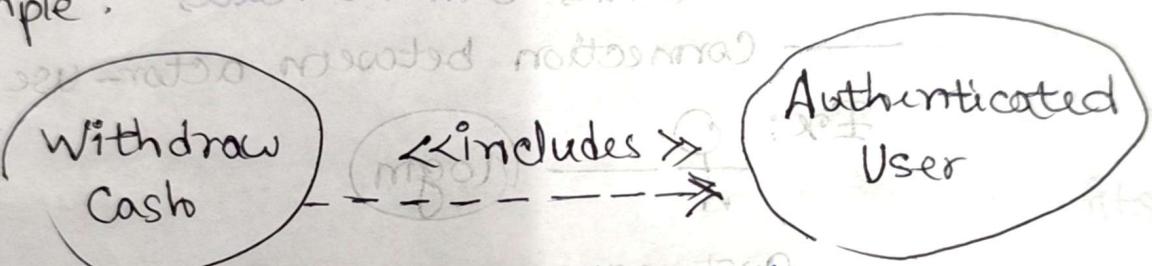
Symbol: '<<includes>>' —>

Example :



Always directed from base to included use case.

Example :



### ③ Extends

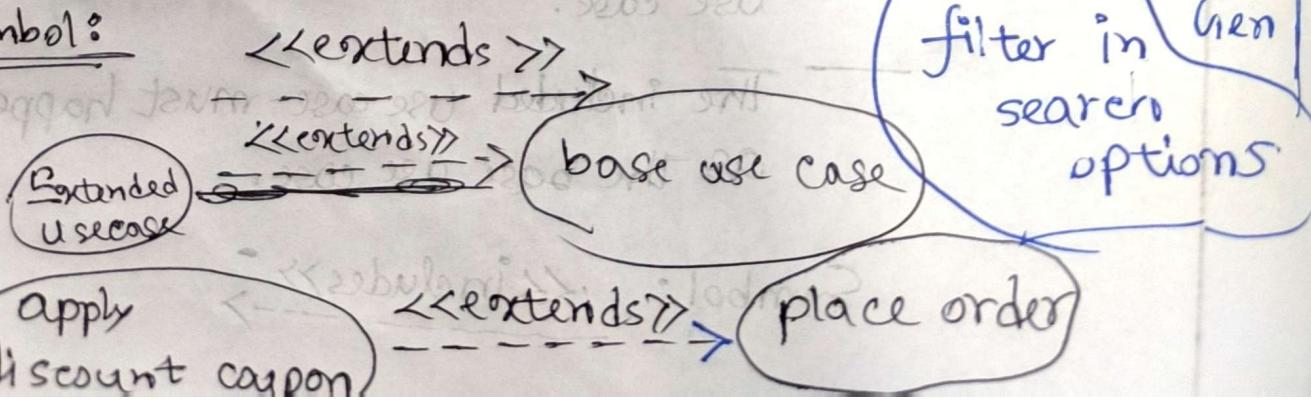
→ One use case optionally extends

another use case under certain conditions.

→ happens only sometimes

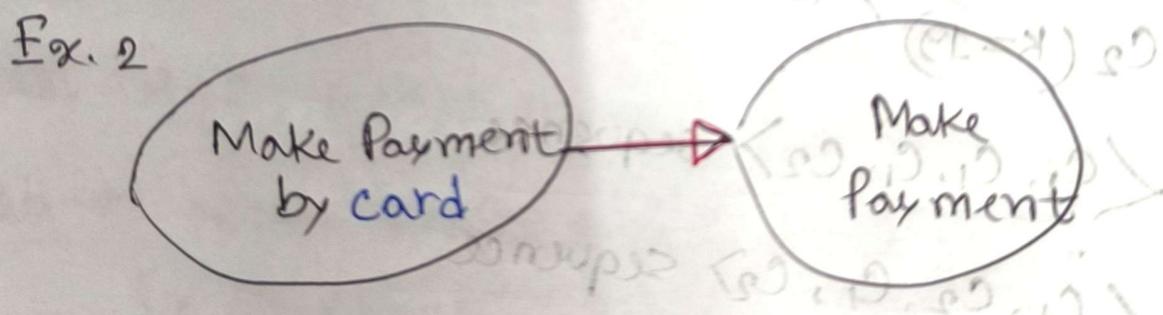
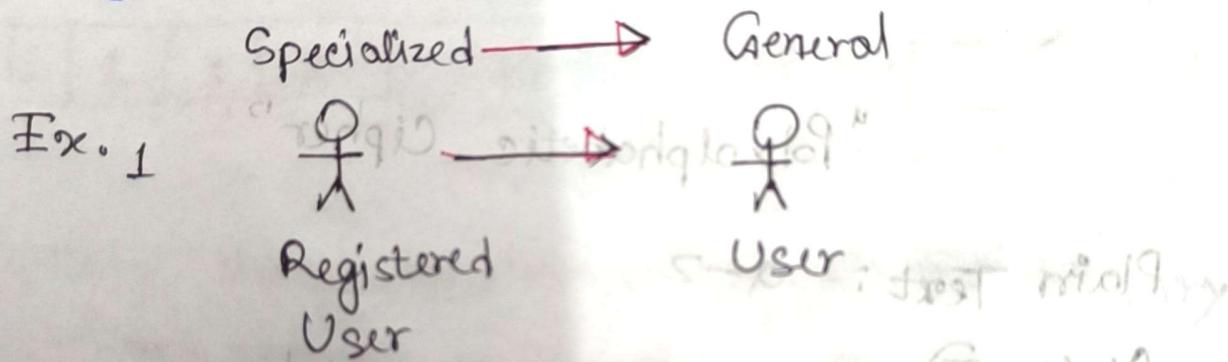
→ add extra behavior

Symbol:



## Use-case Diagram/Model

- ④ Generalizes ↘ OOP → Inheritance (No code / Only lines) Topic एवं अर्थ
- It shows that a specialized thing inherits from general thing.
  - The relationship can be between,
    - use case to use case
    - actor to actor



→ all payment methods follow the same basic steps but each has specific details.

Ex. 3

