


Use Case Model / Diagram

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

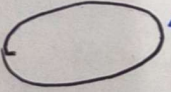
Consists of three components/symbols:

① Actor:  *actual users*

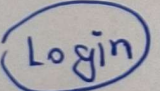
→ divided into two types:

① Primary: who actually takes benefit from the system.
not usually shown

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 use case*

③ Behavioral Relationships:

→ Shows the interactions between, ~~the~~

~~actor~~
① use

① actor - use case

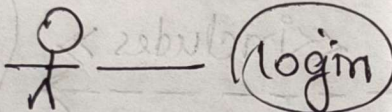
② use case - use case

③ actor - actor

→ 4 types of relationships

① ~~Communities~~ Communicates

— Connection between actor - use case.

Ex: 

Customer

Symbol: '—'

② Includes ^{mandatory}

— Relationship between use-case - use-case

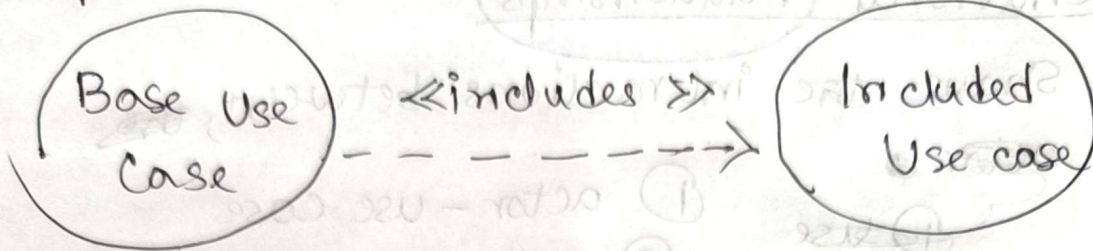
— One usecase always includes another usecase as part of its behavior.

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

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

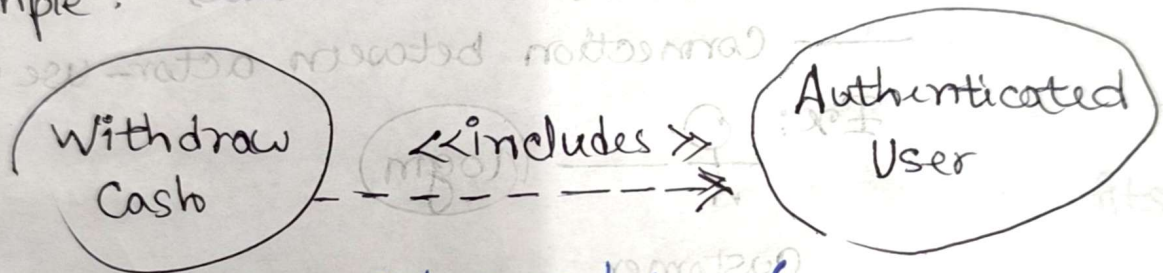
Symbol: '<<includes>>—'

Example:



Always directed from base to included use case.

Example:



not mandatory/optional

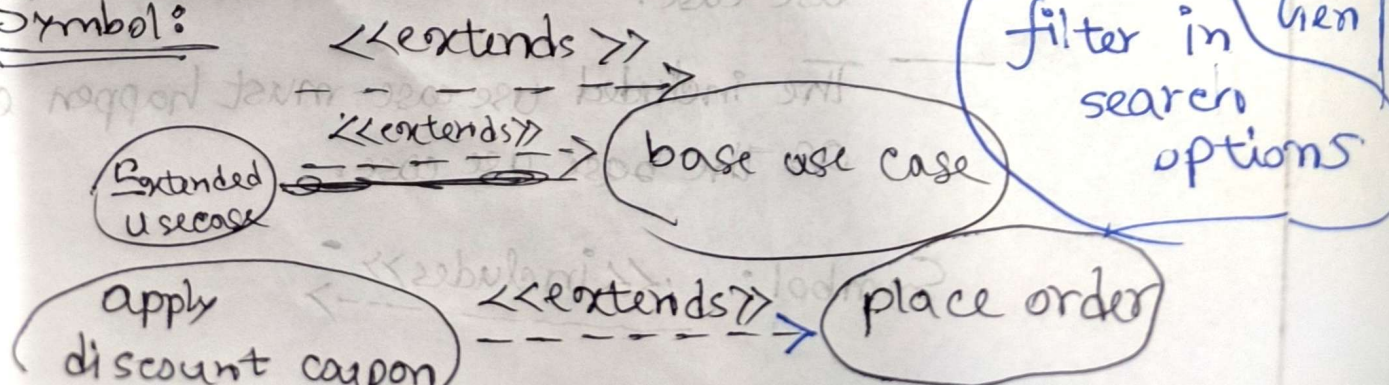
③ ~~Excludes~~ Extends

→ One use case optionally extends another use case under certain conditions.

→ happens only sometimes

→ add extra behavior

Symbol:



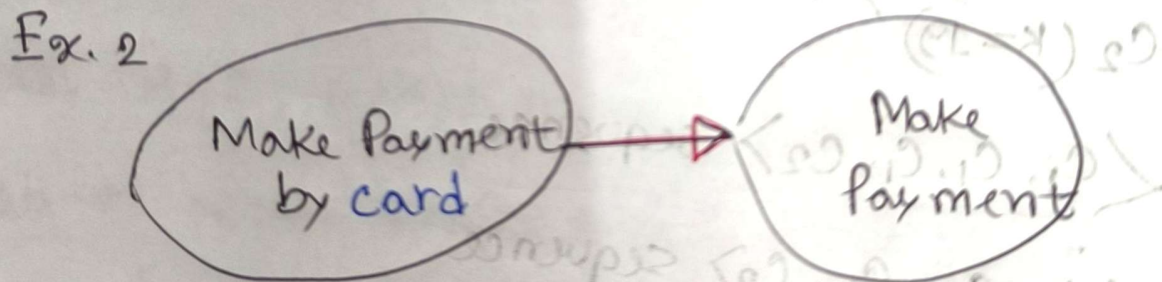
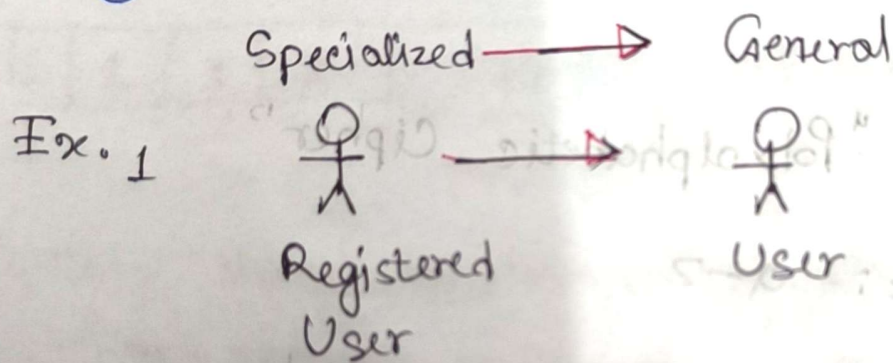
Use-case Diagram/Model

④ Generalizes \checkmark OOP \rightarrow Inheritance (No code / Only lines)
 Topic এর মতো

\rightarrow It shows that a specialized thing inherits from general thing.

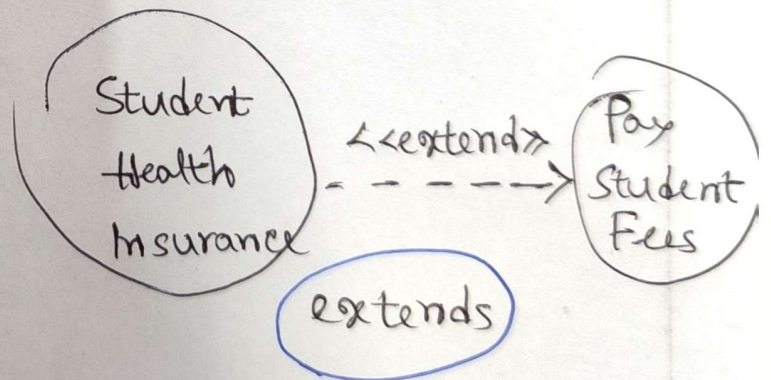
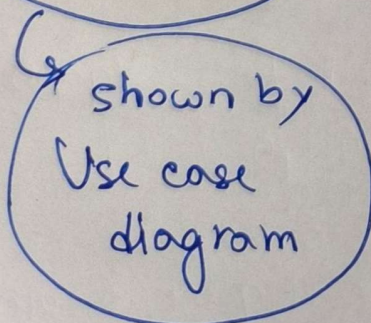
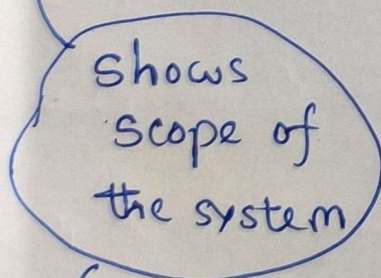
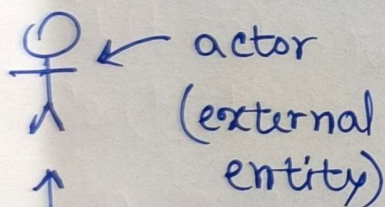
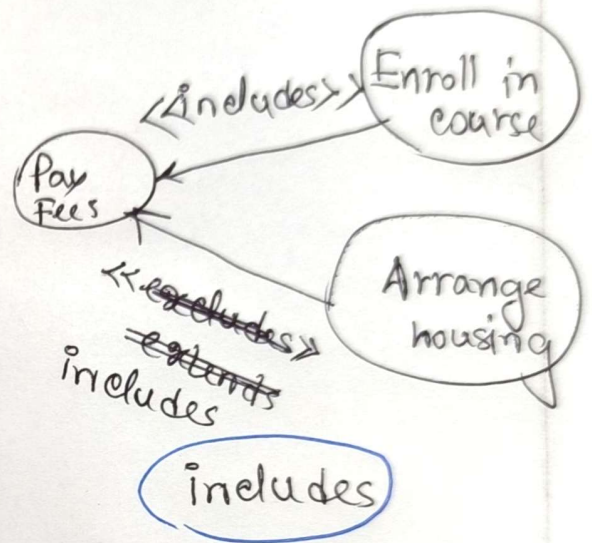
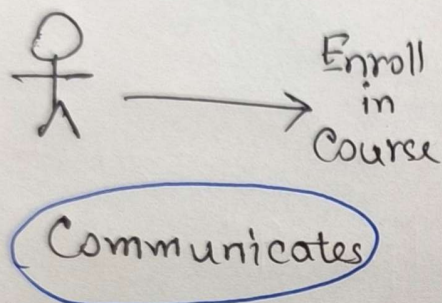
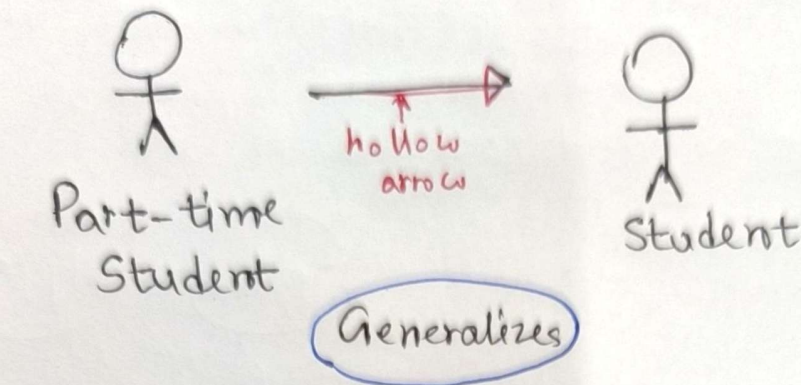
\rightarrow The relationship can be between,

- ① use case to use case
- ② actor to actor!



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

Ex. 3



Actors ~~बाहरी~~ बाहरी
Use case ~~आंतरिक~~ (within a boundary line)