What is UML?

- An international industry standard graphical notation for describing software analysis and design.
 - —pictures or views of an OO system
 - -helps better understanding
 - —a picture is worth a thousand words



UML diagrams

- UML = Unified Modeling Language
 - —Use case diagrams
 - -Class diagrams
 - —Sequence diagrams
 - Collaboration diagrams
 - —Statechart diagrams
 - -Object diagrams
 - —Activity diagrams
 - —Component diagrams
 - Deployment diagrams

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Use Cases

- What is a Use Case?
 - A formal way of representing how a business system interacts with its environment
 - —Illustrates the activities that are performed by the users of the system
 - —A scenario-based technique in the UML
 - —A sequence of actions a system performs that yields a valuable result for a particular actor.

Actors and stakeholders

- What is an actor? A primary actor?
 - actor: anything with behavior that acts on the system
 - primary actor: initiates interaction to achieve goal (when system is a software product, primary actor is often the computer user)
 - supporting actor: performs sub-goals to help use case
- What is the difference between an actor and a stakeholder?
- stakeholder: anyone interested in the system
 - examples: supplier, stock agency, vendor
- the difference: stakeholder might not "act" in any scenario

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How to identify actors?

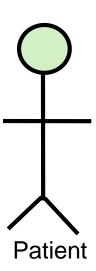
- Who is interested in the scenario/system?
- Where in the organization is the scenario/system be used?
- Who will benefit from the use of the scenario/system?
- Who will supply the scenario/system with this information, use this information, and remove this information?
- Does one person play several different roles?
- Do several people play the same role?

Use Case Diagrams

- Use case diagrams describe what a system does from the standpoint of an external observer. The emphasis is on what a system does rather than how.
- Use case diagrams are closely connected to scenarios. A scenario is an example of what happens when someone interacts with the system.

Actors

- An Actor is outside or external the system.
- •It can be a:
 - -Human
 - —Peripheral device (hardware)
 - External system or subsystem
 - —Time or time-based event
- Represented by stick figure with name below



Use Cases

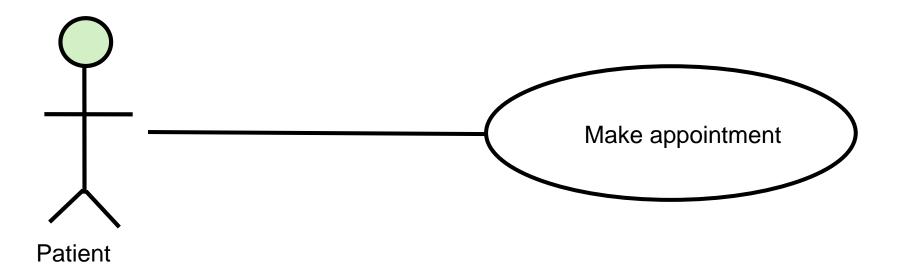
- Each use case in a use case diagram describes one and only one function in which users interact with the system
 - —May contain several "paths" that a user can take while interacting with the system
 - —Each path is referred to as a scenario
- Represents an activity of an actor
- Use cases as ellipses with their names below or inside



Use Case - Relationships

Relationships

- Represent communication between actor and use case
- Depicted by line or double-headed arrow line
- Also called association relationship



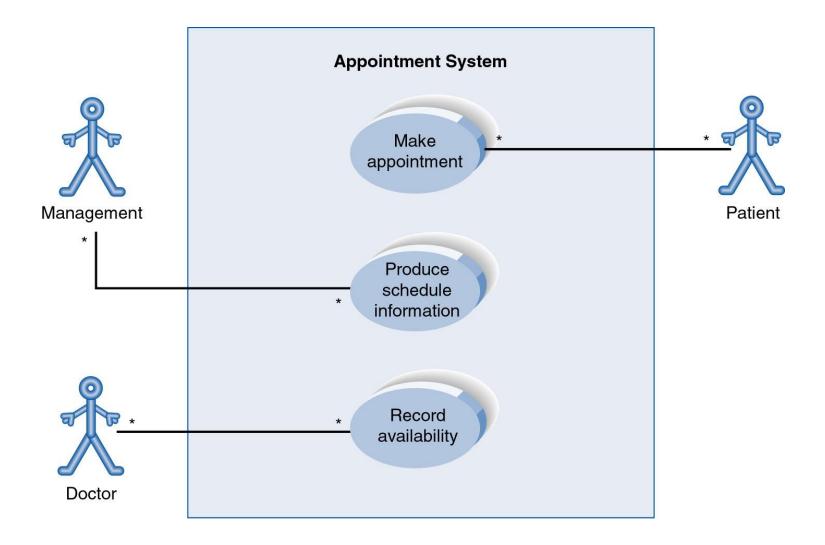
Use Case - Relationships

Boundary

—A boundary rectangle is placed around the perimeter of the system to show how the actors communicate with the system.



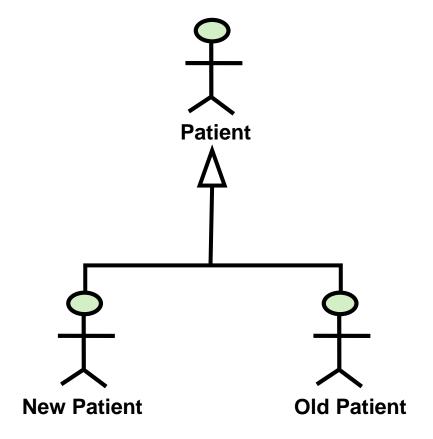
Sample use case diagram: Hospital



Use Case relationship: Generalization

Generalization

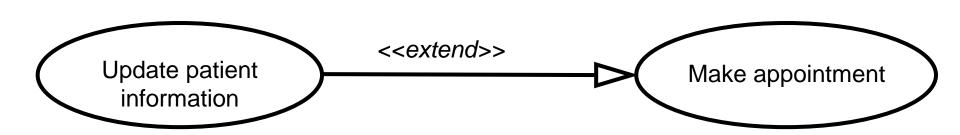
- —From child to parent
- Represented by a line and a hollow arrow



Use case relationships: Extend

Extend

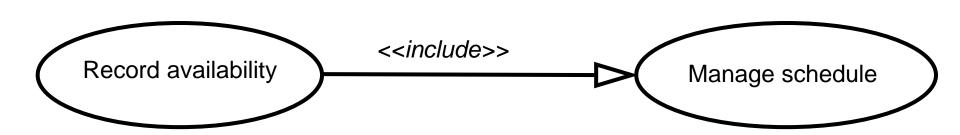
- Represents the extension of the use case to include optional functionality
- —Arrow is drawn from the extension use case to the base use case
- -Write << extend >> above arrowhead line



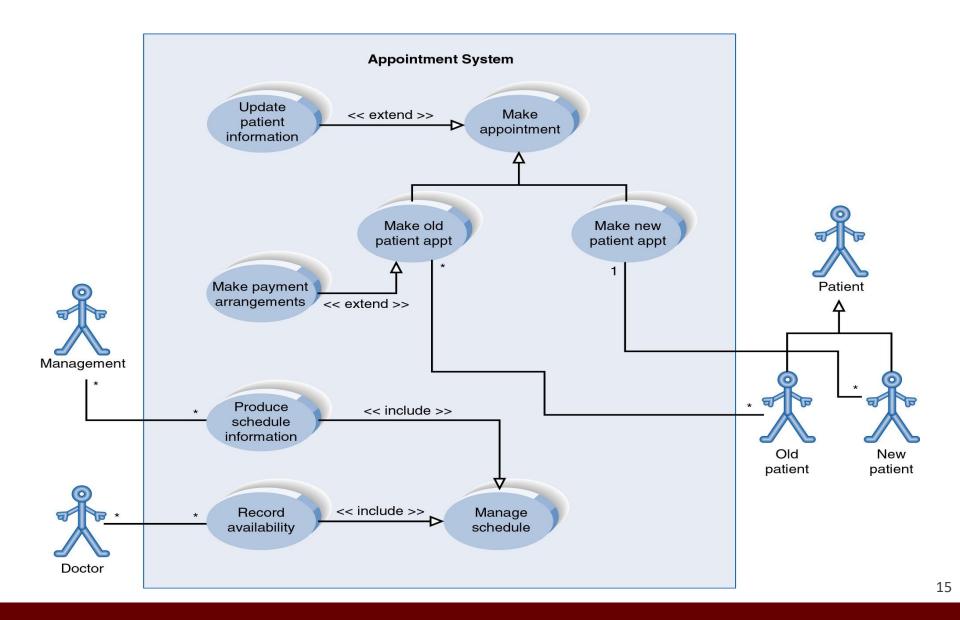
Use case relationship: Include

Include

- Represents the inclusion of the functionality of one use case within another
- -Arrow is drawn from the base use case to the used use case
- -Write << include >> above arrowhead line



Use case with relationships



UML editors

- Rational Rose (commercial): http://www-03.ibm.com/software/products/en/ratirosefami
- ArgoUML: http://argouml.tigris.org/
- Violet: http://alexdp.free.fr/violetumleditor/page.php
- Visual Pardigm (commercial): http://www.visual-paradigm.com/solution/freeumltool/
- StarUML: http://staruml.io/
- UMLet: http://www.umlet.com/