**Use Case Diagrams**

**Version 1.2**

**Project Management App**

**Team A**

**CSC-354**

**Fall 2015**



10/08/2015

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**TABLE OF CONTENTS**

Revision History…………………………………………………………………………………..ii

1.0 Introduction……..….....…………………………….…...…………………………….……....1

1.1 Use Case Diagram….....…………………….…...…………………………….……....1

**REREVISION HISTORY**

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| --- | --- | --- | --- |
| Version | Author | Description | Date |
| 1.0 | Tyler Mariano | I created the first draft. | 10/05/2015 |
| 1.1 | Jennifer Li | I fixed the introduction wording. Added the “Review Task” use case and changed the “View Task Progress” to “View Member’s Progress” | 10/07/2015 |
| 1.2 | Hector Richiez | I changed some of the words in the use case diagram to reflect the app handling of tasks instead of members who are considered outsiders who benefit from the App functionalities. | 10/072015 |

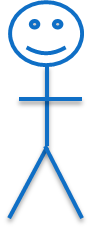
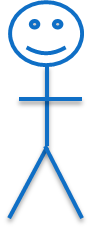
**1.0 INTRODUCTION**

This document is used to present the project management system in a graphical format. This document contains a use case diagram represented in standard UML; to show how the actors interact with the given system. In a use case diagram stick figures are used to represent the actors. The diagram also contains arrows which are used to show association. Each use case name is contained in an oval and all use cases are contained in a rectangular box which represents the system boundaries.

**1.1 Use Case Diagram**

The project management app has two actors and the system. The two actors are project leader and project member. These roles are represented by the stick figures on either side of the system boundaries. In all there are sixteen use cases that allow the app to be functional. The purpose of this use case diagram is to visually represent how each actor interacts with the system. Each actor has arrows pointing towards specific use cases which shows association. Some use cases are only associated with a specific actor and some are associated with both. This diagram clearly depicted how the actors will interact with the system.

**Use Case Diagram**

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Member

Leader