**Use Case Diagrams**

**Version 2.0**

**Project Management App**

**Team A**

**CSC-354**

**Fall 2015**



10/22/2015

Author: Tyler Mariano

Submitted To: Dr. Joo Tan

**TABLE OF CONTENTS**

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

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

1.1 What Are Use Cases?......……………..…….…...…………………………….……....1

1.2 Use Case Notation…………………………………………………………………….1

1.3 Use Case Diagram……………………………………………………………….….1-3

**REREVISION HISTORY**

|  |  |  |  |
| --- | --- | --- | --- |
| 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 |
| 2.0 | Tyler Mariano | Reconstructed table of contents to comply to the new format. | 10/08/2015 |

**1.0 INTRODUCTION**

This document describes the interactions between the system and the system’s actors via a use case diagram. A use case description and diagram notation are include along with the use case diagram.

**1.1 What Are Use Cases?**

A use case is a sequence of actions that a system should perform within the business flow context of the user or the actor. In simpler terms, a use case takes place when an actor triggers an event. For example, in an ATM scenario if an actor inputs a debit card that action triggers an event for the system and the use case would be for the system to read the card information and then prompt the user with an enter PIN screen.

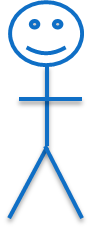
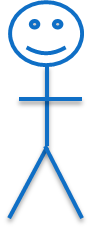
**1.2 Use Case Notation**

In a use case diagram stick figures are used to represent the actors. The diagram also contains arrows which are used to show association between the actors and use cases. Each use case name is contained in an oval and all use cases are contained in a rectangular box which represents the system boundary.

**1.3 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 below clearly depicted how the actors will interact with the system.

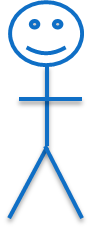
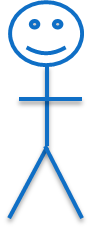
**Project Management System**

**Use Case Diagram****

Member

Leader

**Project Management System**

**Use Case Diagram****

Member

Leader