Use Case Diagram

CSE 3223

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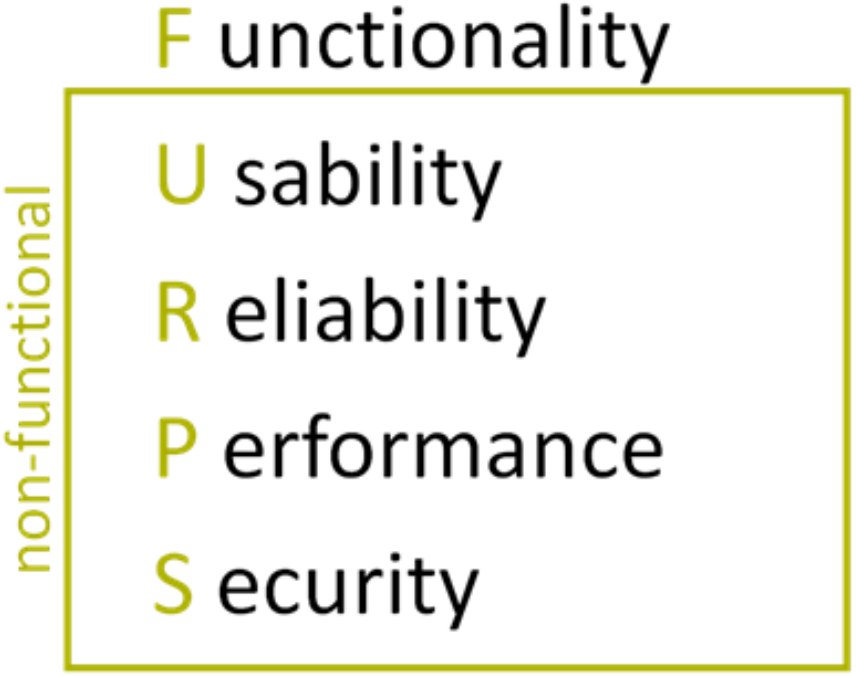
What is Use Case?

- Use cases capture the functional requirements (behavioral) of a system.
- Use cases tell us what the system should do.
- Use cases describe the interactions between various actors and the system – how the system is going to be used.
- From an end-user's perspective it describes the **functional requirements** of the system.
- To a developer, it gives a clear and consistent description of **what the system should do**.

FURPS

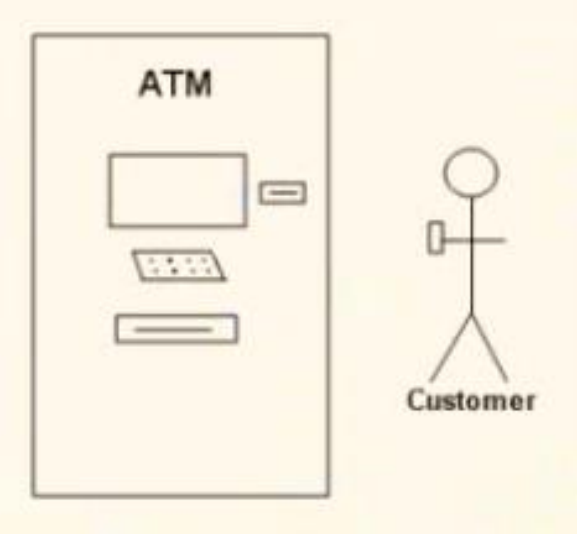
FURPS is an acronym representing a model for classifying requirements.

- **Usability** - UX, UI, Human Factors, Aesthetics, Consistency, Documentation
- **Reliability** - Availability, Robustness, Recoverability, Stability, Accuracy
- **Performance** - Speed, Efficiency, Resource Consumption
- **Security**



Use Case Elements

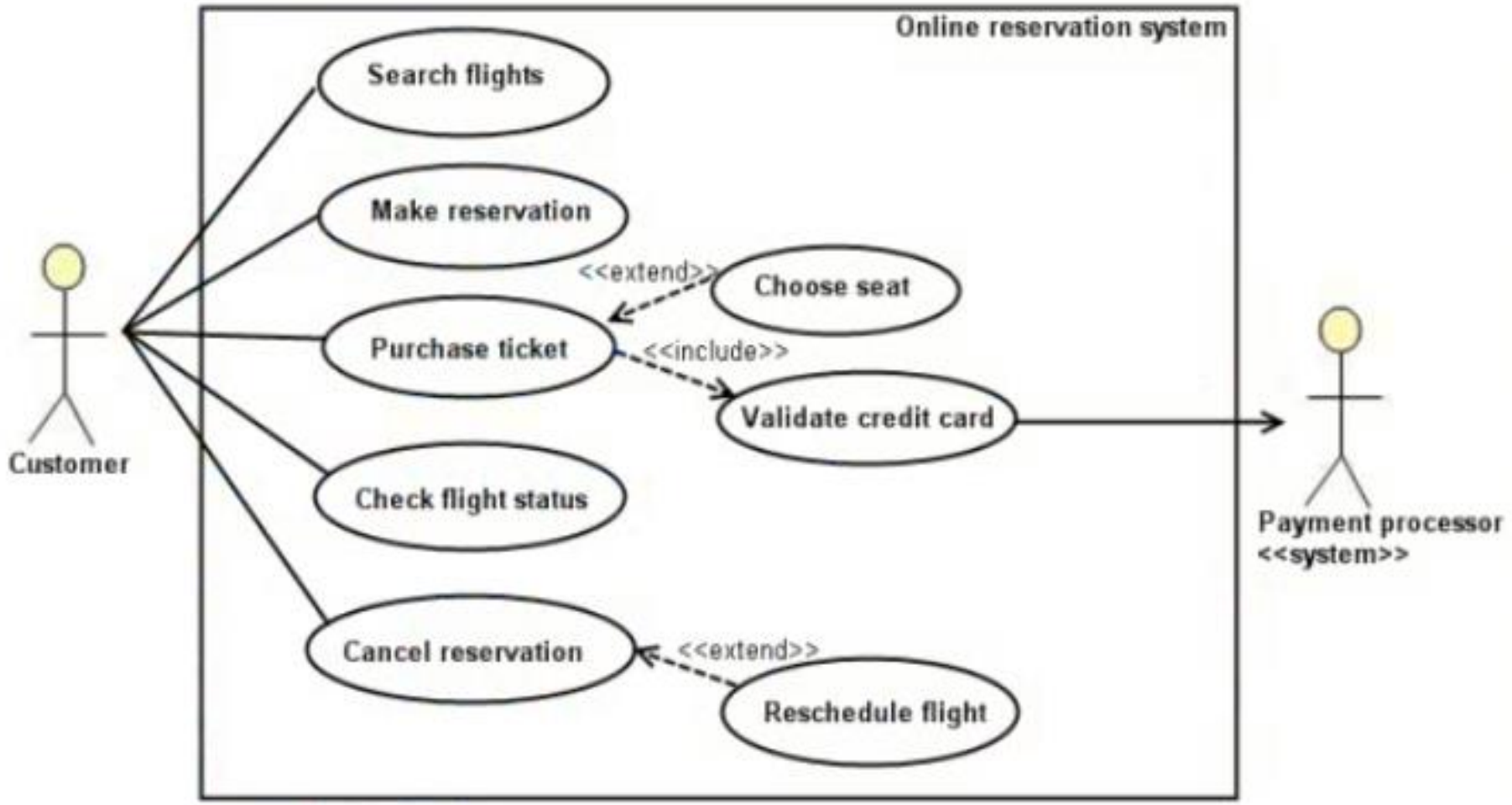
- **Actor:** Someone or something that has a goal in using the system.
- Actor can be a
  - Person or Organization or sub-system
  - For example, a timer that triggers sending of an e-mail reminder.
- **Goal:** What the actor wants to achieve by interacting with the system.
- **Use cases** captures all the different goals that various actors have in the system.
- In the form of a verb phrase [**withdraw cash**]



Use Case Basics

- For each use case,
  - Describe the steps involved in an interaction between an actor and the system, beginning with a **primary actor.**
  - Start with the **main success scenario**, sometimes called a happy path.
  - Look for alternative paths
    - Exceptions: What could go wrong here?
    - Extensions: What other goals might come into play here?
- For each Actors,
  - Actor has responsibility toward the system (inputs).
  - Actor have expectations from the system (outputs).

Sample Use Case Diagram



Use Cases: Example

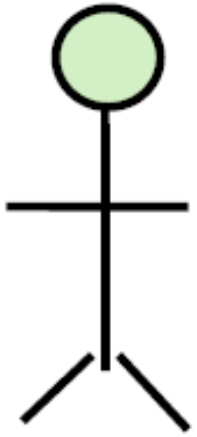
A scenario for a medical clinic.

"A patient calls the clinic to make an appointment for a yearly checkup. The receptionist finds the nearest empty time slot in the appointment book and schedules the appointment for that time slot."

- Write a use case for this scenario?

Actors

- Could be *human beings, other system, timers and clocks or hardware device.*
- 2 types of actor classification:
  - **Primary Actors:** Actors that stimulate the system and the initiator of events.
  - **Secondary Actors:** Actors that only receive stimuli from the system.
- Actor Designing Consideration:
  - Who / what will be **interested** in the system?
  - Who / what will want to **change the data** in the system?
  - Who / what will want to **interface** with the system?
  - Who / what will want **information** from the system?
- Represented by **stick figure**



Finding Actors

- External objects that produce/consume data: [**Named by noun**]
  - Must serve as sources and destinations for data
  - Must be external to the system
  - Include all ***user roles*** that interact with the system
  - Include ***system components*** only if they responsible for initiating/triggering a use case.

Humans

Machines

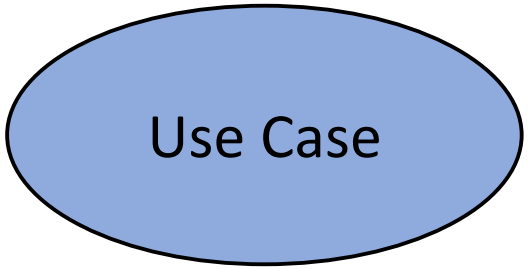
External systems

Organizational Units

Sensors

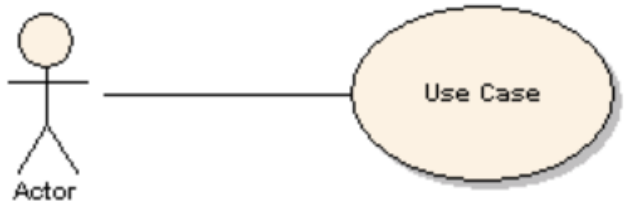
Use Case

- Use case should ideally begin with a **verb**.
  - Register, wrong.
  - Register New User, right.
- Notation: an ellipse or oval (with the name inside)
- More Examples (verb phrases)
  - Check Order Status
  - Handle Products Return
  - Update Membership Record
  - Register New Member
  - Process Order
  - Schedule Delivery
  - Order Products
  - Deliver Products

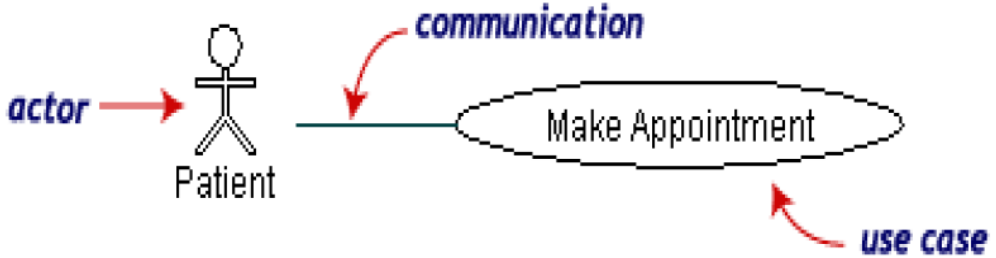


Association or Communication

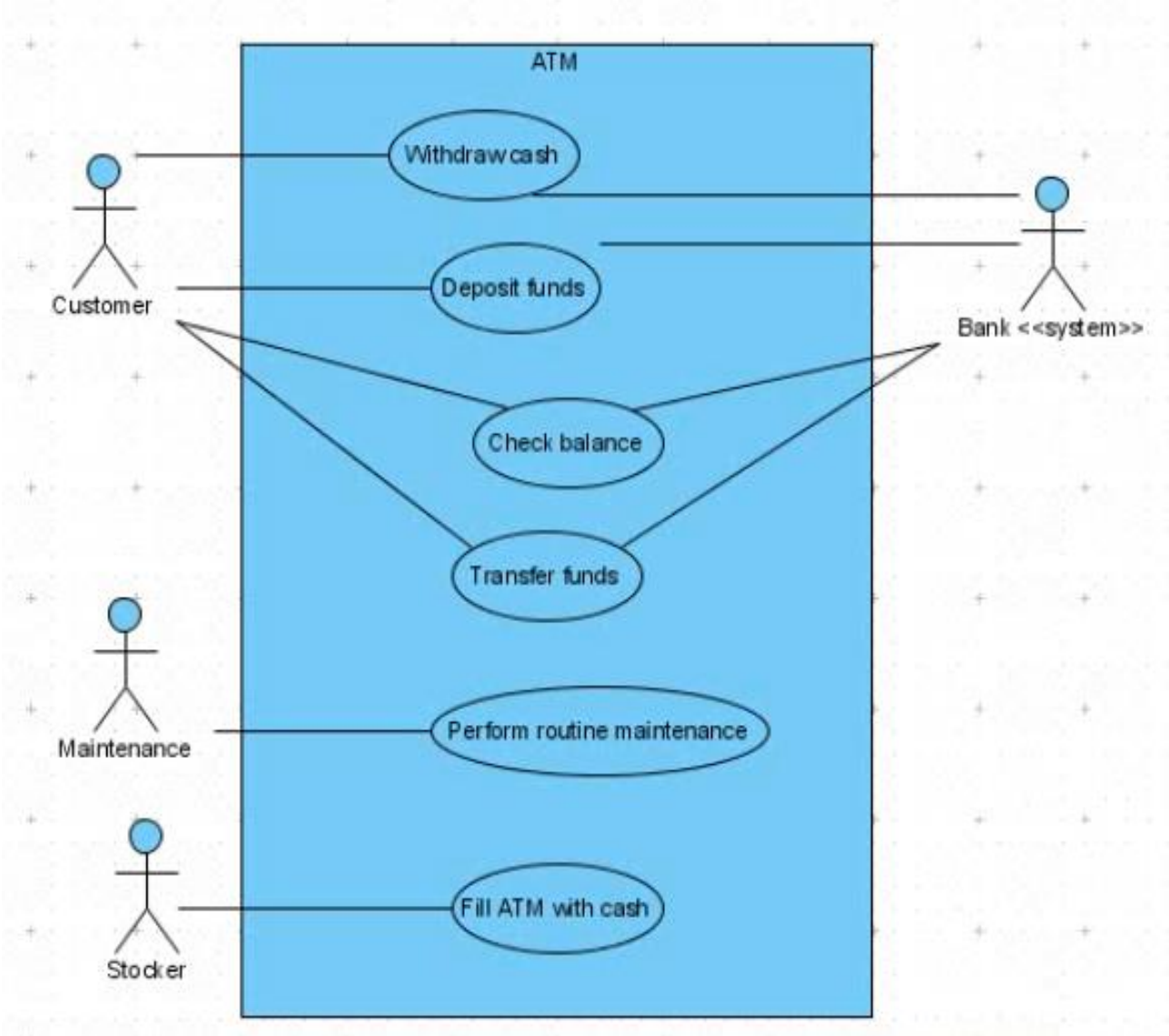
- The **communication** line or **association** to show how the actors communicate with the use case.



- *"A patient calls the clinic to make an appointment for a yearly checkup. The receptionist finds the nearest empty time slot in the appointment book and schedules the appointment for that time slot."*



Simple ATM Example



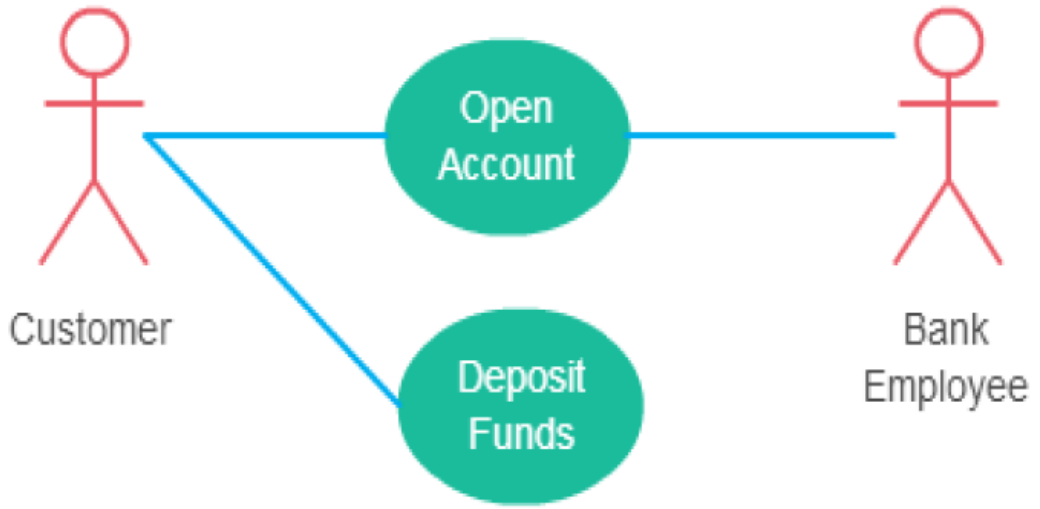
Use Case Diagrams - Relationships

There can be 5 relationship types in a use case diagram.

- Association between actor and use case
- Generalization of an actor
- Generalization of a use case
- Extend between two use cases
- Include between two use cases

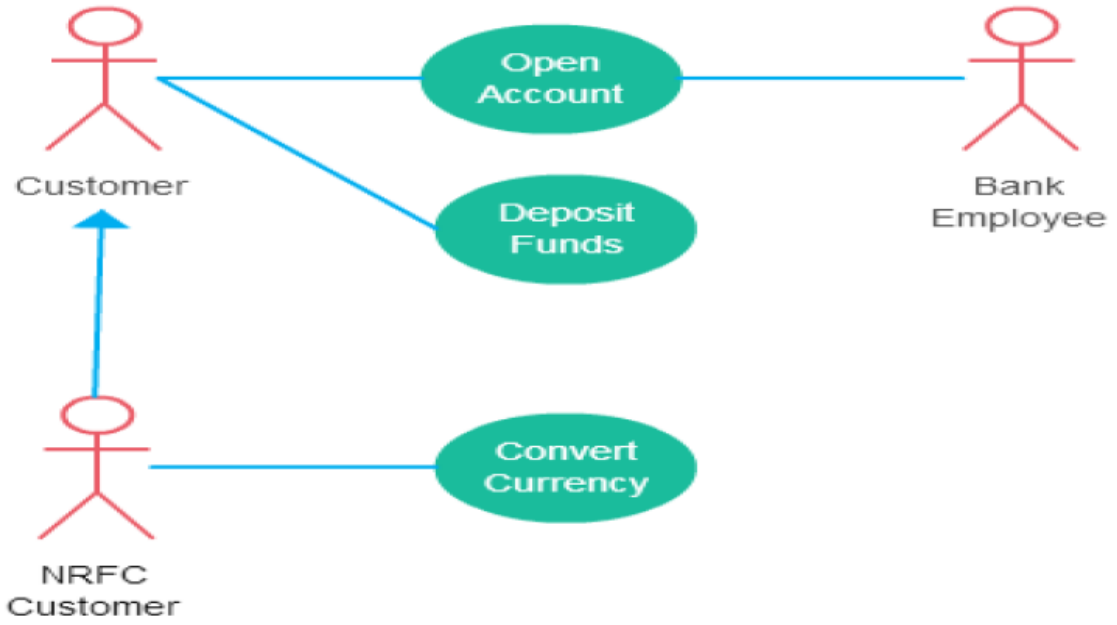
Association Between Actor and Use Case

- An actor must be associated with at least one use case.
- An actor can be associated with multiple use cases.
- Multiple actors can be associated with a single use case.



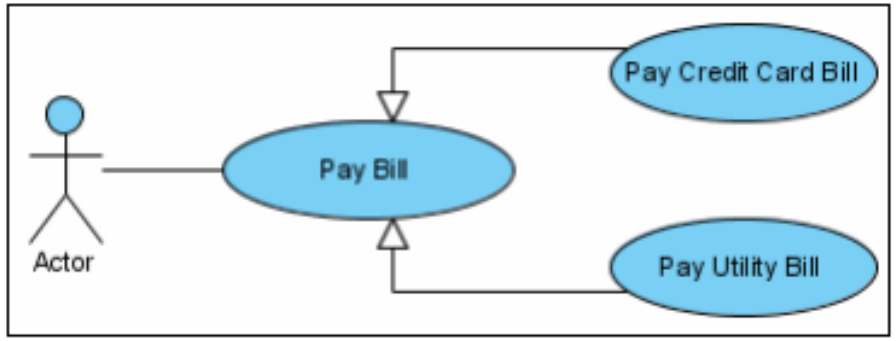
Generalization of an Actor

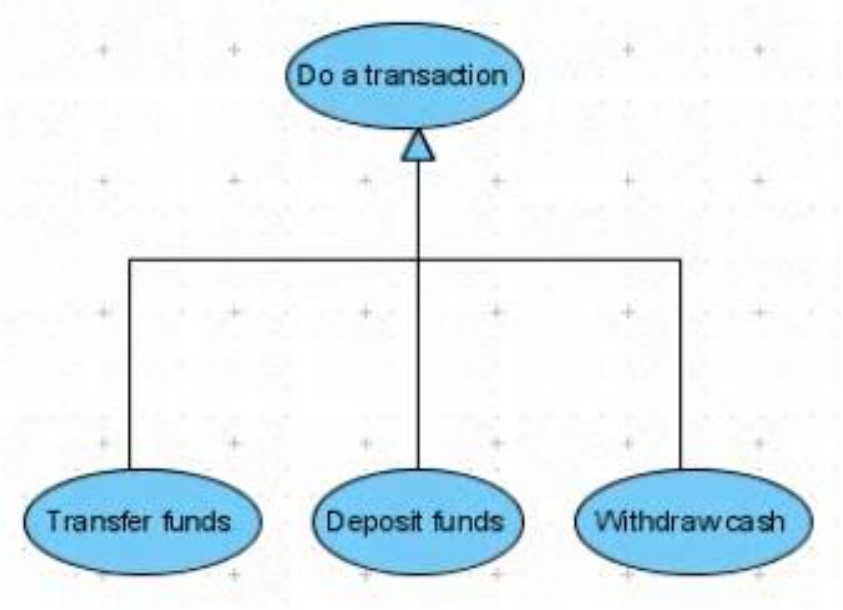
- Generalization of an actor means that one actor can inherit the role of an other actor.
- The descendant inherits all the use cases of the ancestor.



Generalization of a Use Case

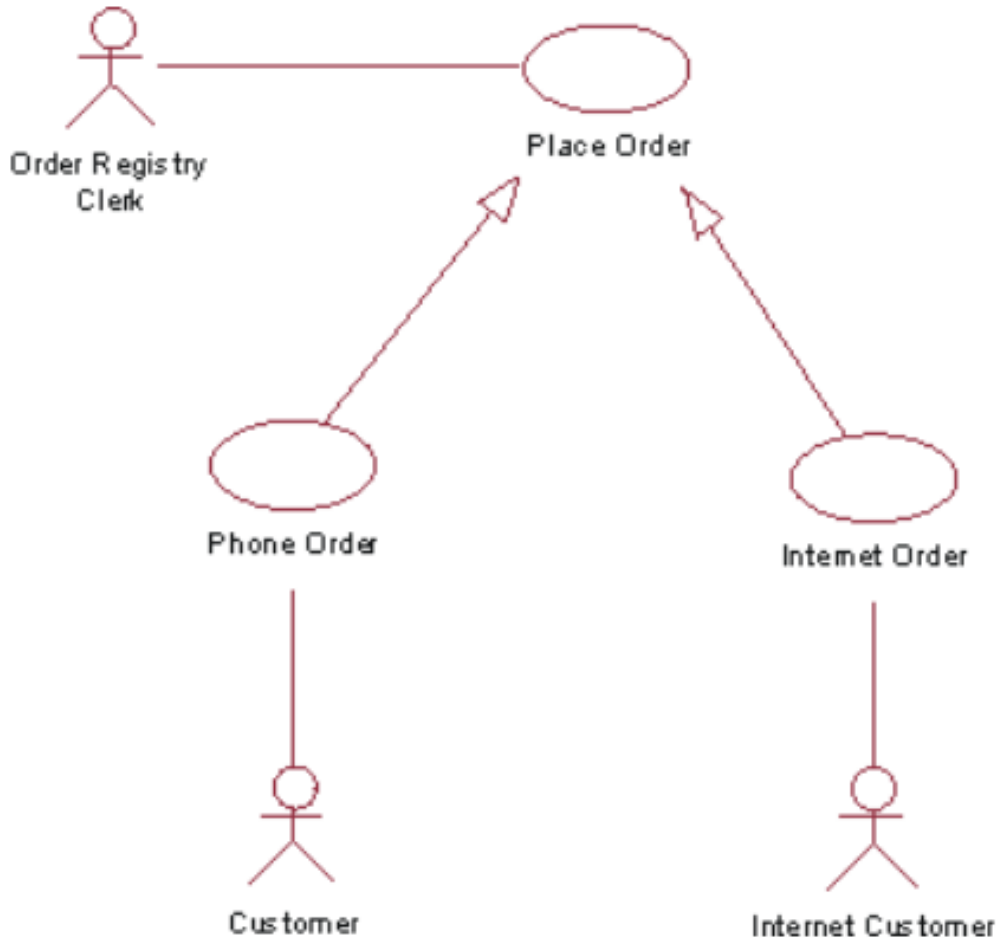
- Used when you find 2 or more use cases that have commonalities in behavior, structure and purpose.
- **For example**, suppose the ATM system can be used to pay bills. Pay bills has two child use cases : ***Pay Credit Card Bill*** *and* ***Pay Utility Bill***



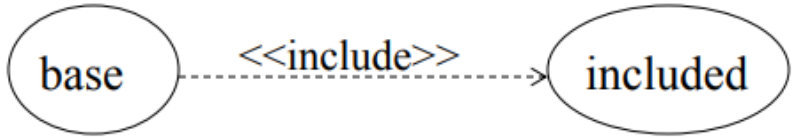


Generalization Example

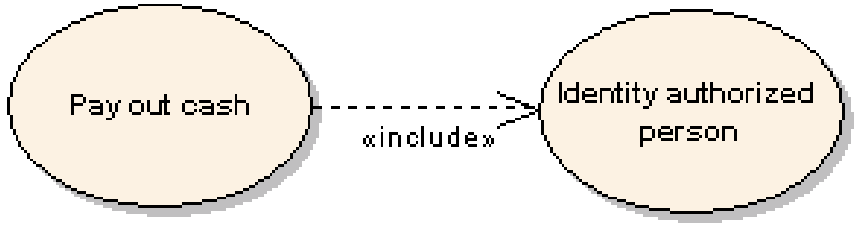
- The actor Order Registry Clerk can instantiate the general use case Place Order.
- Place Order can also be specialized by the use cases Phone Order or Internet Order.

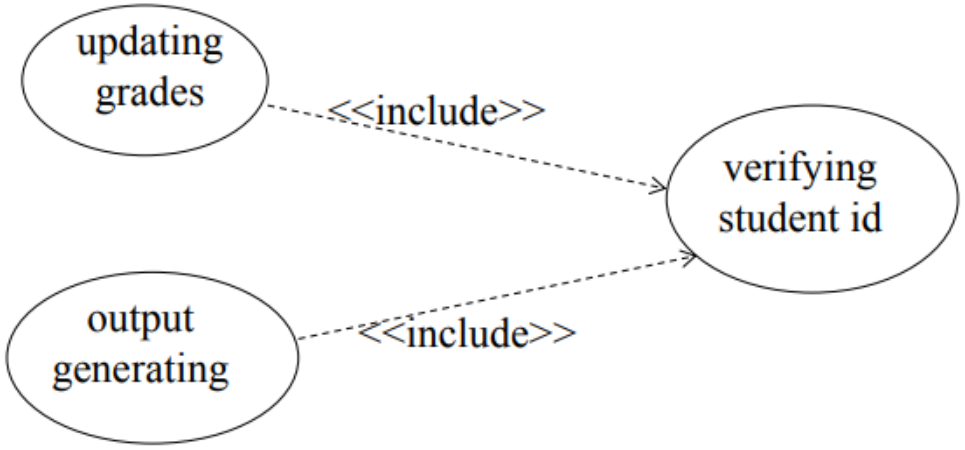


Include relationships



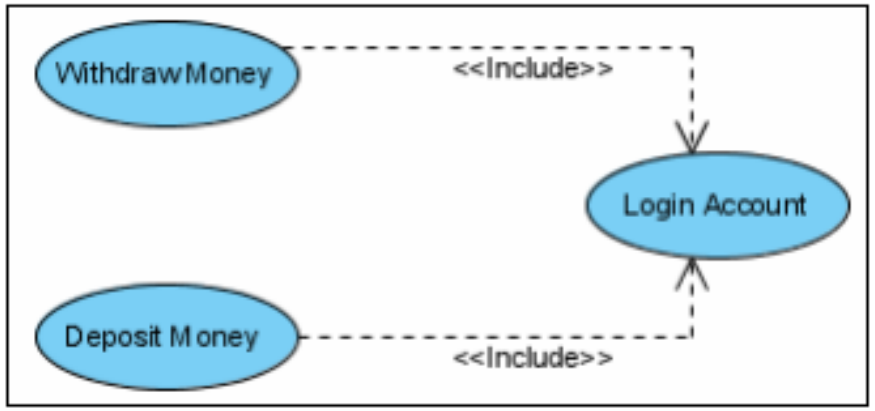
- One use case (base) includes the functionality of another (inclusion case)
- The included use case never stands alone. It only occurs as a part of some larger base that includes it.
- Enables us to avoid describing the same flow of events several times by putting the common behavior in a use case of its own. Supports re-use of functionality



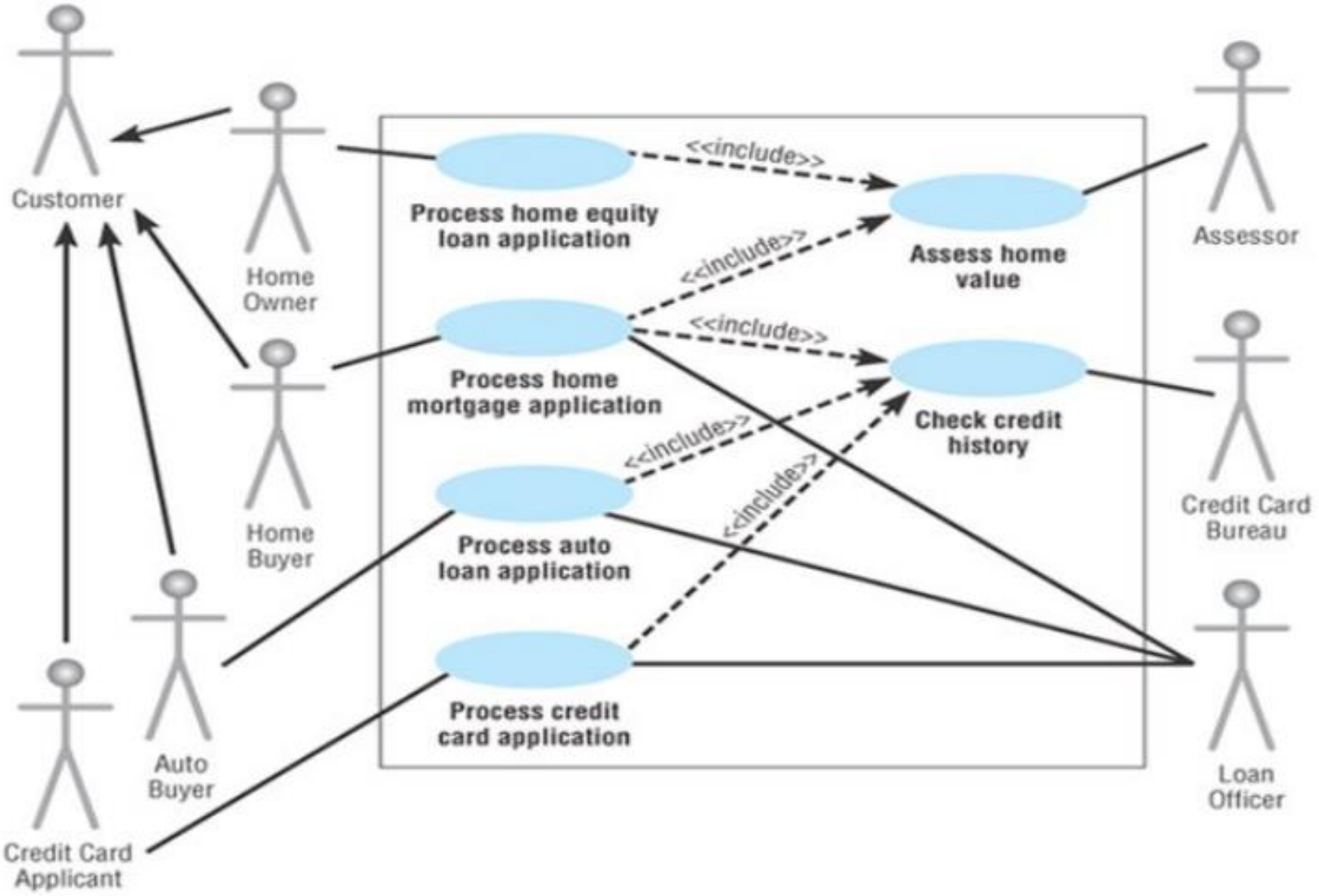


Include relationships

- Include relationship – a standard case linked to a mandatory use case.
- **Example:** to Authorize Car Loan (standard use case), a clerk must run Check Client's Credit History (include use case).
- Standard use case can NOT execute without the include case → ***tight coupling*** .
- **For example**, in the ATM system example, such as Withdraw Money, Deposit Money or Check Balance, all share the inclusion use case Login Account.

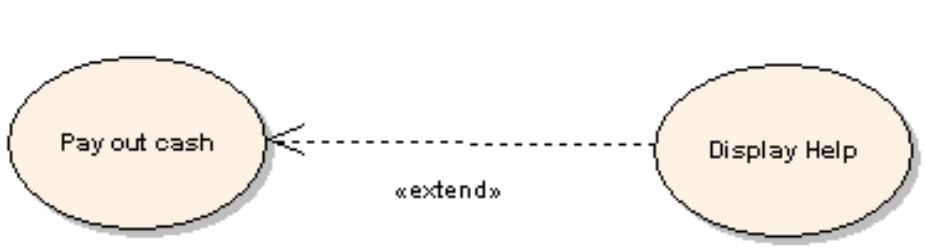


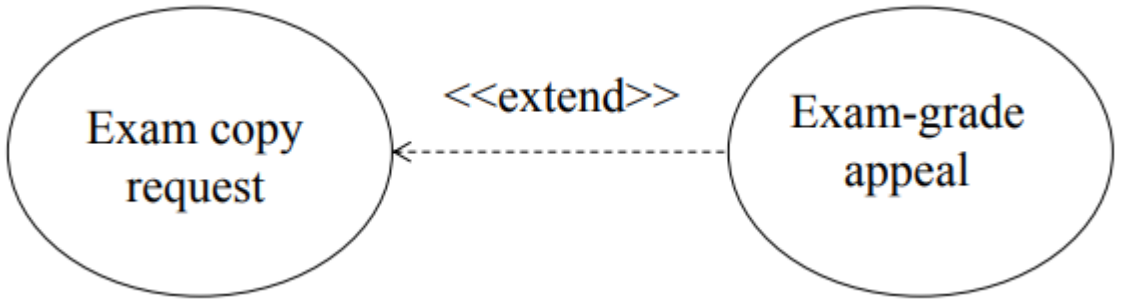
Include Example



Extend relationships

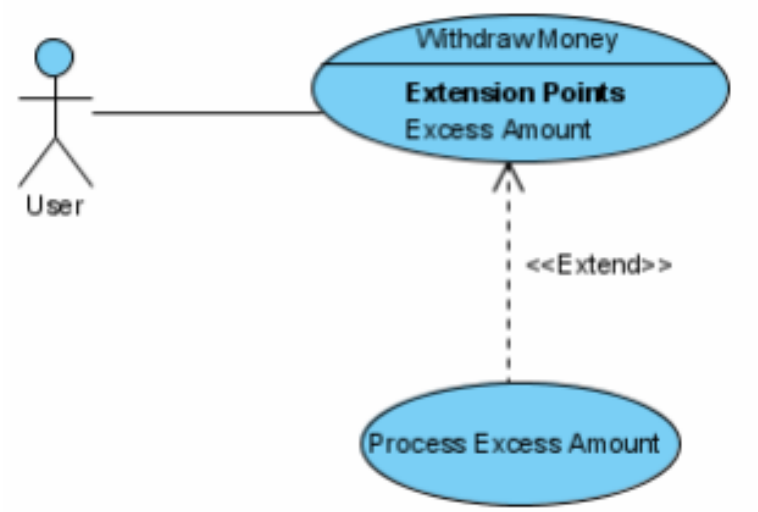
- One use case (extension) extends the behavior of another (base)
- The base use case may stand alone, but under certain conditions its behavior may be extended by the behavior of another use case.
- Enables to model optional behavior or branching under conditions.



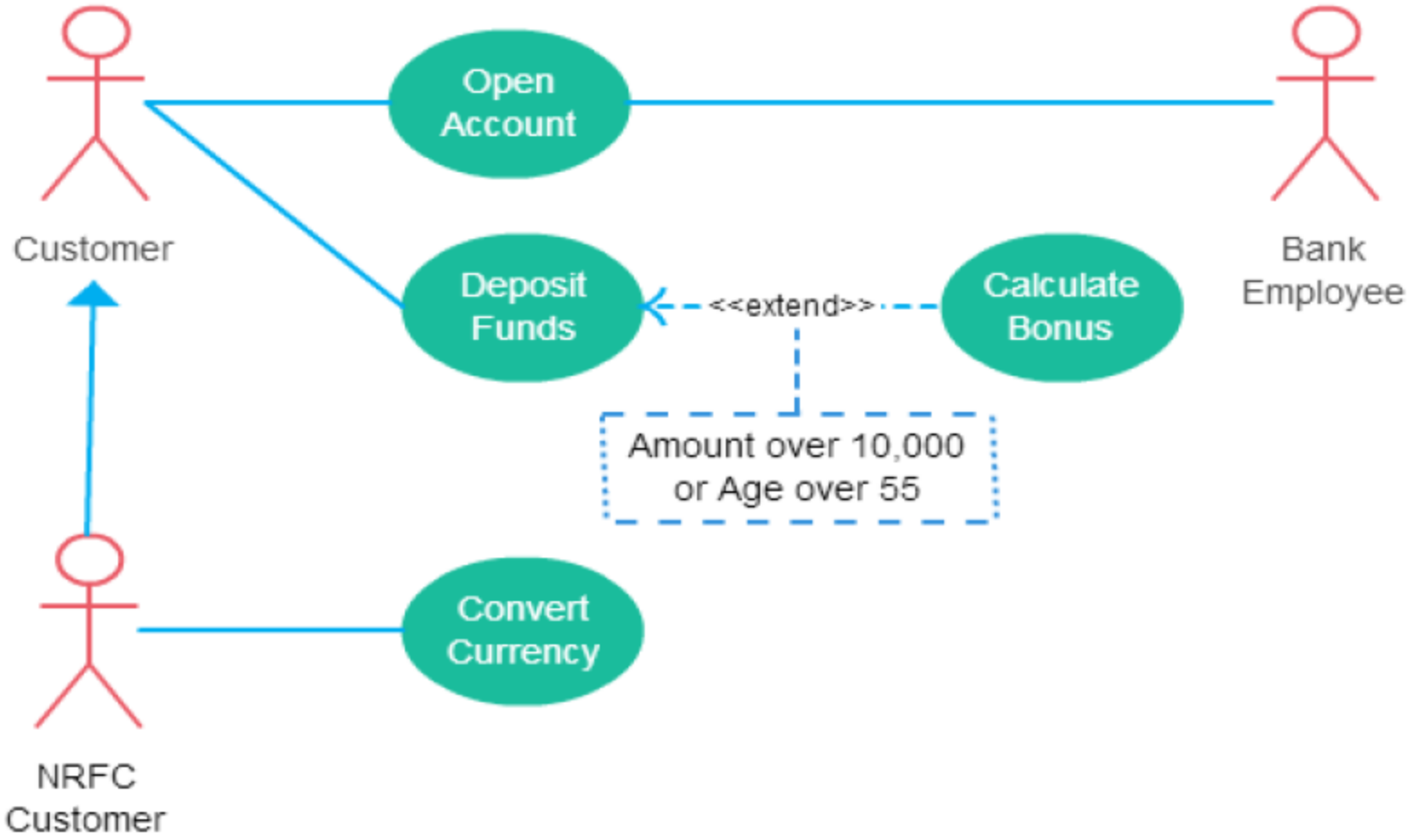


Extend relationships

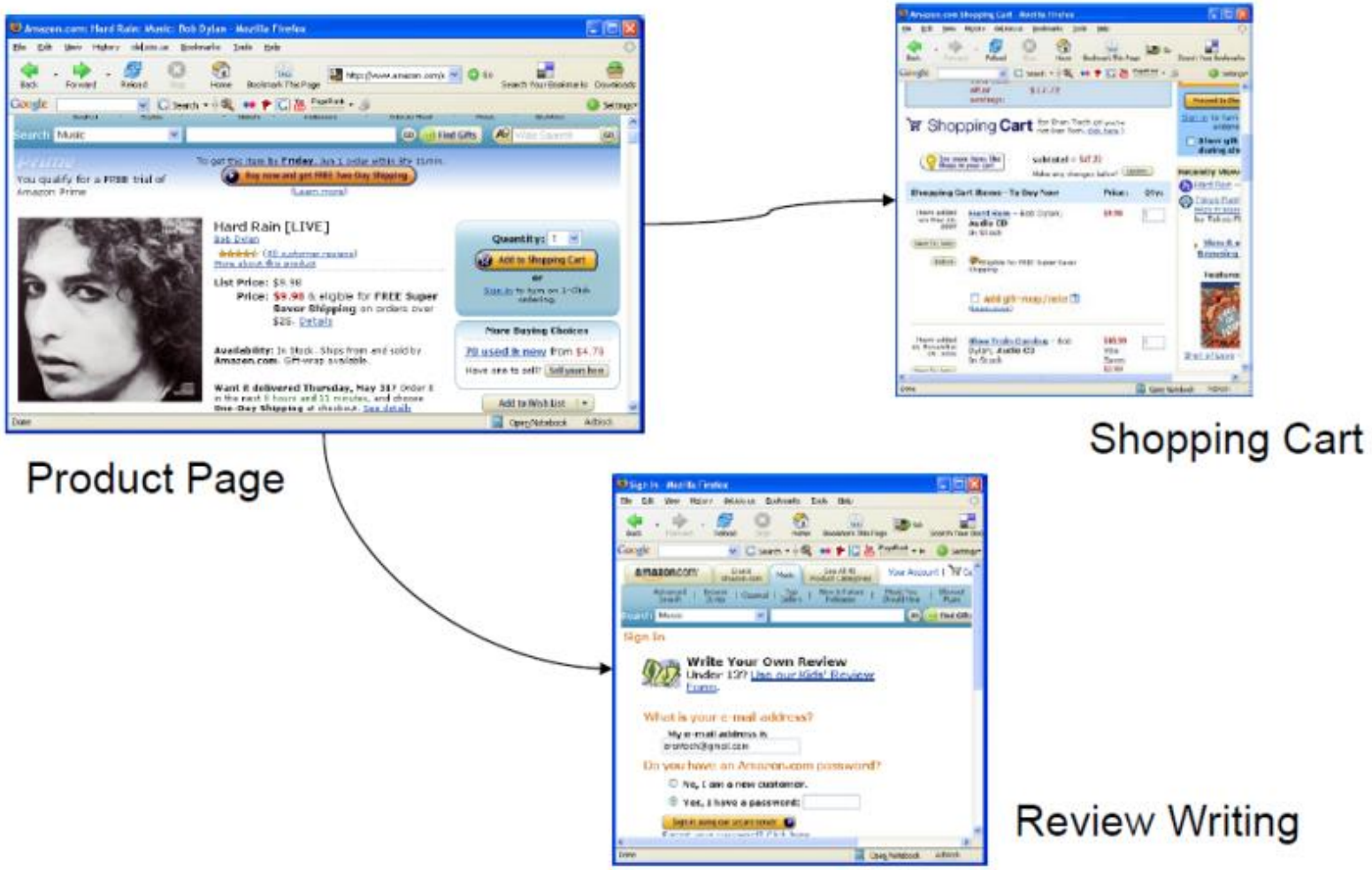
- Extend relationship – linking an optional use case to a standard use case.
- Example: *Register Course* (standard use case) may have *Register for Special Class* (extend use case) – class for non-standard students, in unusual time, with special topics, requiring extra fees…).
- Standard use case can execute without the extend case → ***loose coupling***.



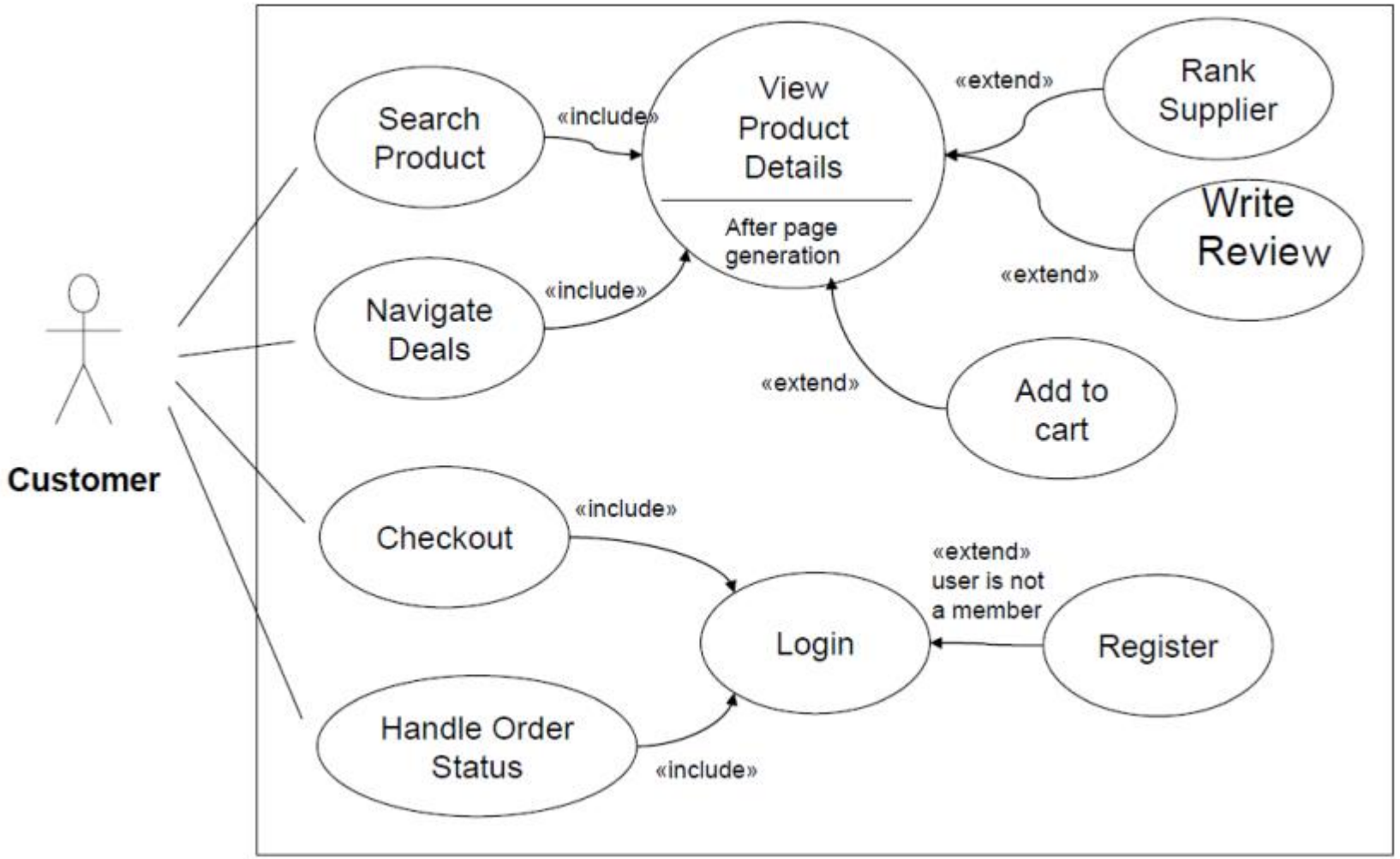
Extend Example



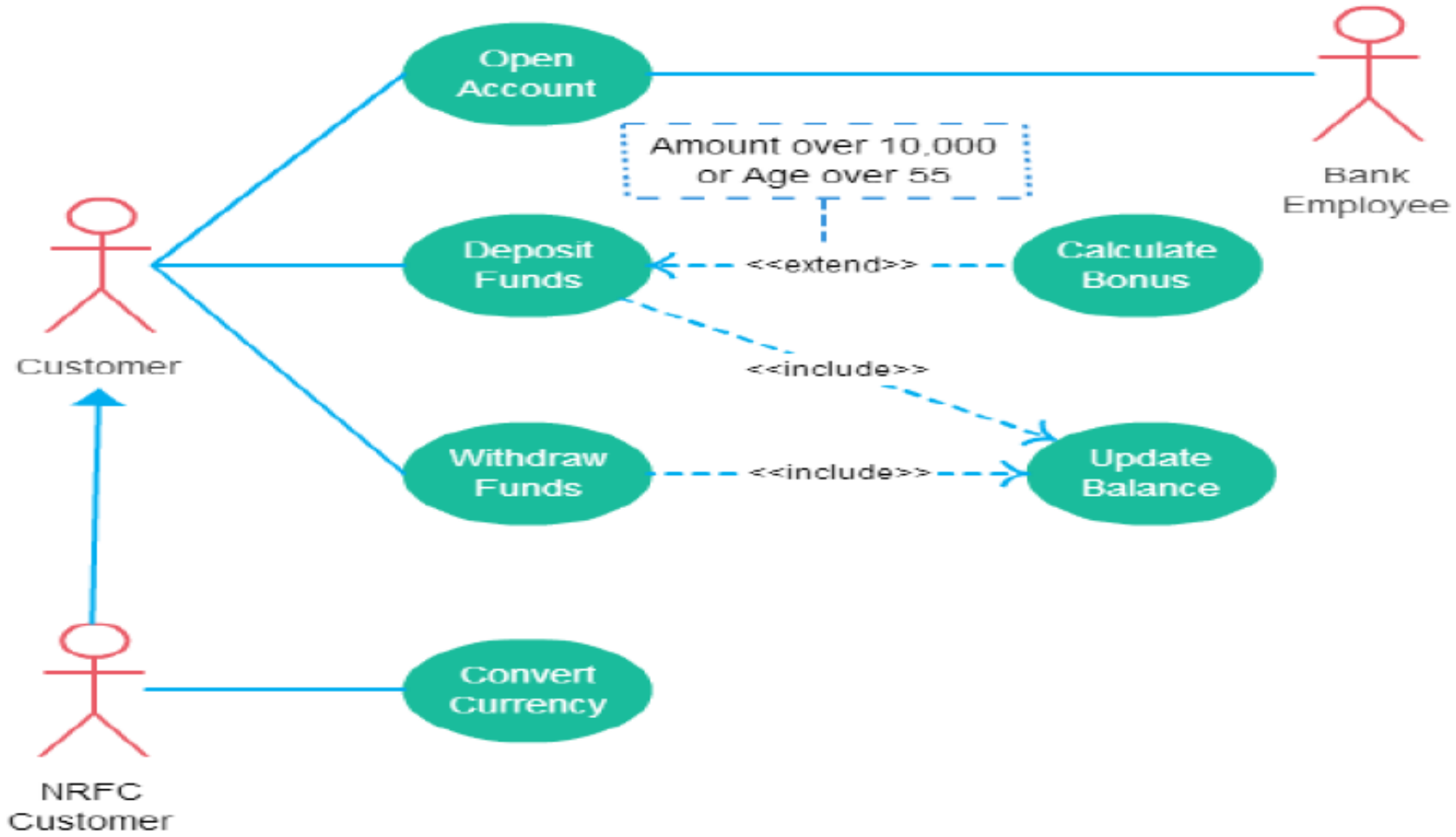
Extend Example



Extend Example



Include & Extend

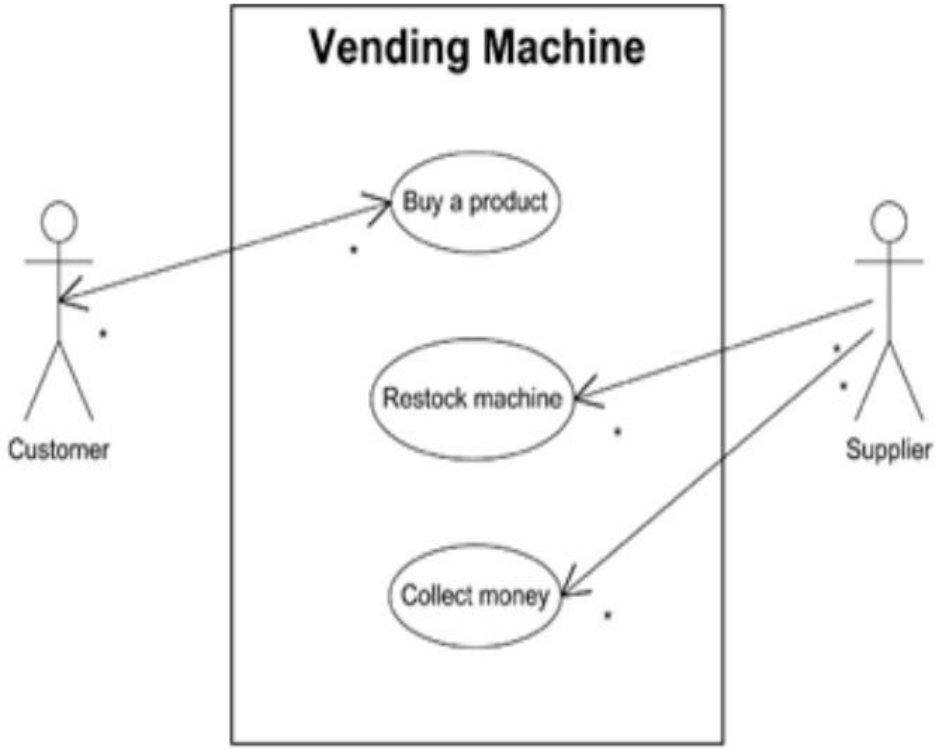


Use-Case Diagram Case Study

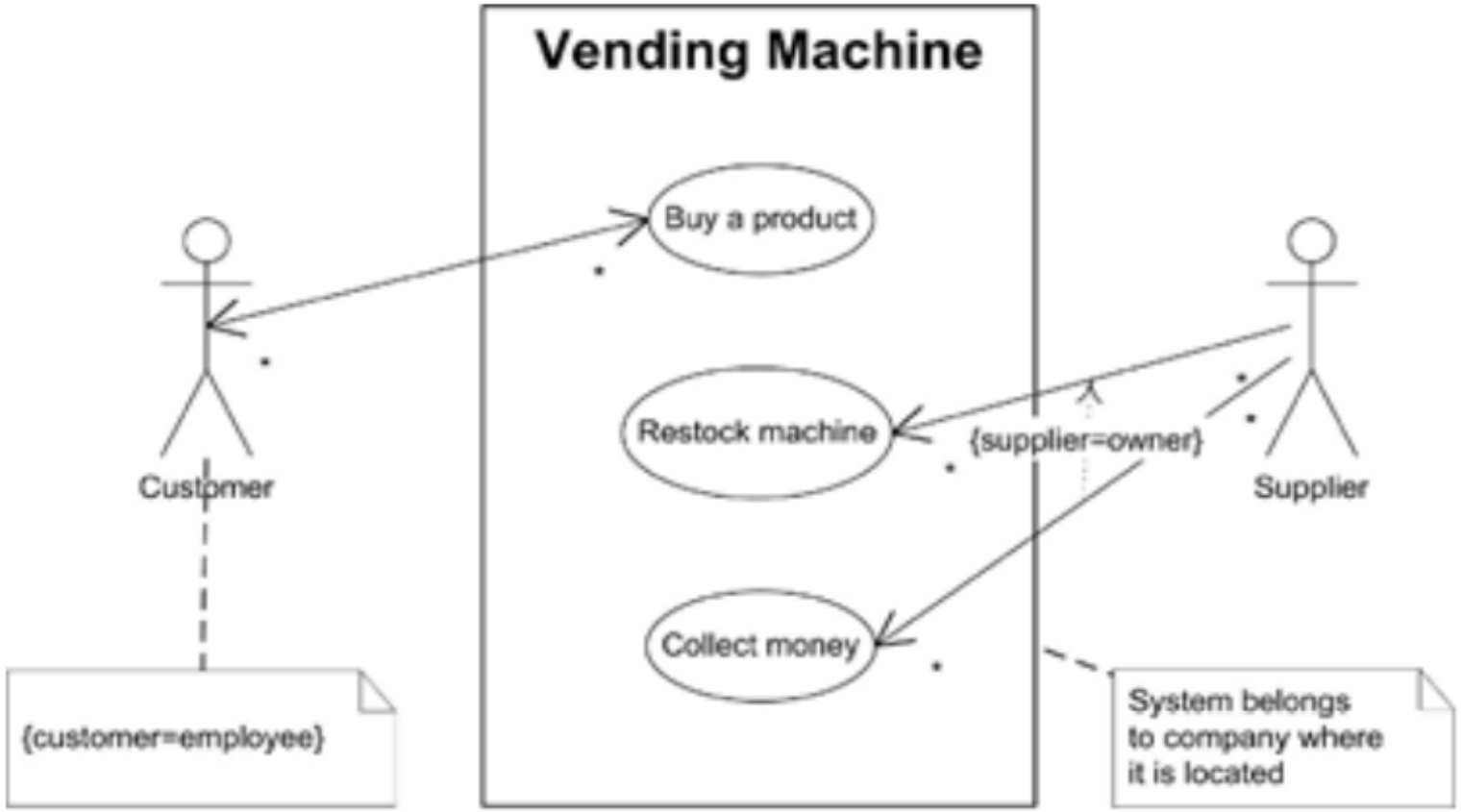
Vending Machine

After client interview the following system scenarios were identified:

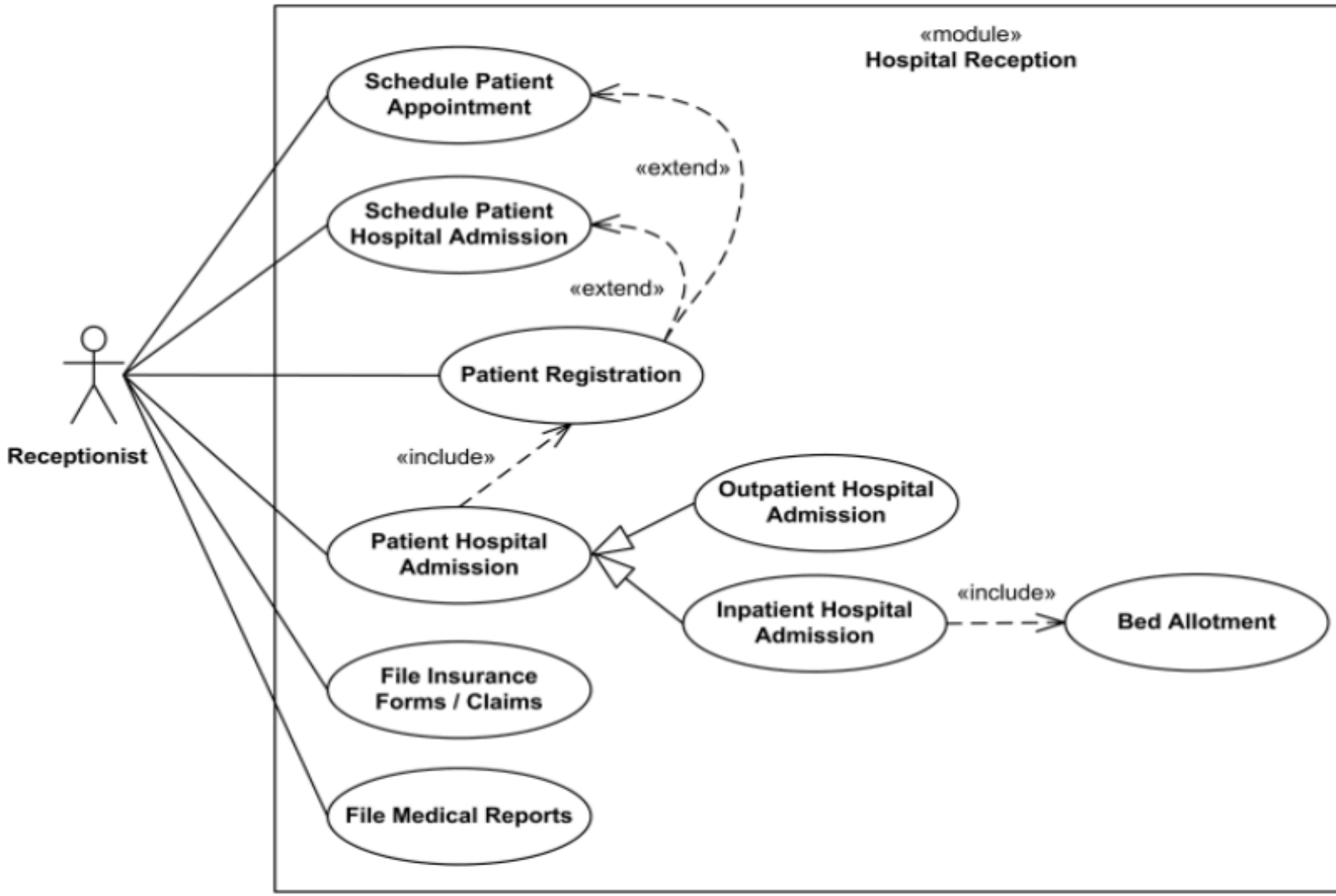
- A customer buys a product
- The supplier restocks the machine
- The supplier collects money from the machine
  - On the basis of these scenarios, the following three actors can be identified:
  - Customer; Supplier; Collector (in this case Collector=Supplier)



Introducing annotations (notes) and constraints.



Hospital Reception



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