**Use Case**

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In software engineering, use case is a capture potential demand in the development of new systems or software modification technology. Each case provides one or more scenes, the scene reveals how the system with end users or other systems interact, so as to obtain a clear business case to the target. Avoid technical terms, instead of the end users or experts in the field of language. The general case is created by software developers and end users.

Ivar Jacobson began writing the field environment usage scenarios. in 1967 when defining the architecture of Ericsson's AXE system

Mid 1980s Jacobson spent a lot of energy to think about the work method of the past more than 10 years. He built a term anvendningsfall, the effect of "use" (situation of usage) or use case (usage case). But when published in English, he found that "useage case" in the English sense, so writing case "use case"

Use Case can be described in many ways, we can use natural language, language can be used, also can use a variety of icons. In UML, usually to describe Use Case in two, which is the sequence diagram and collaboration diagram (Sequence Diagram) (Collaboration Diagram).

Use Case consists of the following elements:

name (of a thing or organization)

short description

flow of event

relation

Activity diagrams and state diagrams

Use Case diagram

special needs

Precondition

post-condition

Use Case has a basic event flow (called an ideal path), and a number of exception flows, including:

fundamental changes

exceptional case

Exception event streams dealing with errors

Use Case instructions should include the following contents:

functional description

serviceability

reliability

function (of a machine, etc.)

Supportability

design constraint

Use Cases has been more and more widely used. Compared with other requirements capture technologies, it

has succeeded because of its success:

1.Use Cases treats the system as a black box

2.Use Case makes it easier to see implementation decisions in requirements