

4156

98 → 96 / 24
= 24 teams
+ cur team
of 2

more
paper

page 1

9/24/15

rearrange teams as needed

~~repeat material from Tuesday~~

use cases

Head First appendix i.3
1 ~~attached~~ readings
(moved other to next lecture)

alternative to or in addition to
user stories

also describes ONE THING your
SW needs to do

normally contains more steps & details,
but extra work w/ customer
to work out those steps & details

One use case w/ alternative paths may
encompass multiple user stories
— not necessarily 1-to-1

how users perform tasks with
your application & how system responds
interaction steps to fulfill goal
⇒ covers what can go wrong
⇒ or objective

that user is
aware of

time ordered sequences / steps
must provide value to user

elts of use case

actor - who, or what, can be external system
actor - who is using the system (role)

stakeholder - someone w/ vested interest

primary actor - initiates interaction

preconditions - what must be true or
happen before

postconditions - true or happen after

trigger - event causing use case to start

main success scenarios - base flow,
"sunny day" path

use case where nothing goes wrong
~~preconditions, inclusions, and postconditions~~

priorities in
terms of
likelihood
to happen

alternative paths or flows - "rainy day" edge cases
exceptions when things go wrong or
"extends" use case special cases
where start & ends w/ main flow

look for commonalities among
use cases & extract as
common core use cases "includes"
reuse opportunities

show laundry example from 1st attachment
simple, middle, heavy weight ex.

→ what would be the corresponding
user story ($m \leq 3$ sentences)

sequences of steps, alternative flows,
etc. provide more guidance to
developer wrt design & tasks

- what will need to be implemented
- might want to do simple & maybe
middleweight version when
breaking up into tasks
- then do heavy weight version at
start of corresponding iteration
may discover more tasks

tips - Use case name is verb or verb + noun
concrete specific
avoid "do", "perform",
generic "data", "information"

lets define some tasks, 1st consider
only simple version, then middle,
~~then heavy~~
assignment for heavy ←
←