Use Cases And Use Case
Level Test Cases

Lesson 00

Capgemini

Course Goals and Non Goals

Course Goals
- At the end of this program, participants gain an understanding of how to create effective Use cases to get a good coverage of a software application

Course Non Goals
- This course does not cover tool training for Use cases

Pre-requisites

None

Intended Audience

Test Engineers and Senior Test Engineers

Day Wise Schedule

Day 0.5
- Lesson 1: Introduction to Use cases

Table of Contents

Lesson 1: Introduction to Use cases
- 1.1. Use case modeling
- 1.2. Advantage of use cases
- 1.3. Actor
- 1.4 Goals and Requirements
- 1.5 Goals and scenarios
- 1.6 Naming Conventions
- 1.7 Alternate Path
- 1.8 Exceptions
- 1.9 Errors
- 1.10 Precondition & Post condition
- 1.11 Steps for Use case modeling
- 1.12 Good practices
- 1.13 Failure scenarios

References

Book:
- UML User's Guide; by Grady Booch, Ivar Jacobson, and James Rambaugh

Web-site:
- http://www.uml.org/

Next Step Courses (if applicable)

Other Parallel Technology Areas

UML