

UML- Use Case Diagram

A use case is a set of scenarios that describing an interaction between a user and a system. A use case diagram displays the relationship among actors and use cases.

The two main components of a use case diagram are use cases and actors



An actor is represents a user or another system that will interact with the system you are modeling. A use case is an external view of the system that represents some action the user might perform in order to complete a task.

Actors: A role that a user plays with respect to the system, including human users and other systems. e.g., inanimate physical objects (e.g. robot); an external system that needs some information from the current system.

Use case: A set of scenarios that describing an interaction between a user and a system, including alternatives.

System boundary: rectangle diagram representing the boundary between the actors and the system.

Use Case Diagram(core relationship):

Include: a dotted line labeled <<include>> beginning at base use case and ending with an arrows pointing to the include use case. The include relationship occurs when a chunk of behavior is similar across more than one use case. Use “include” in stead of copying the description of that behavior.

<<include>>



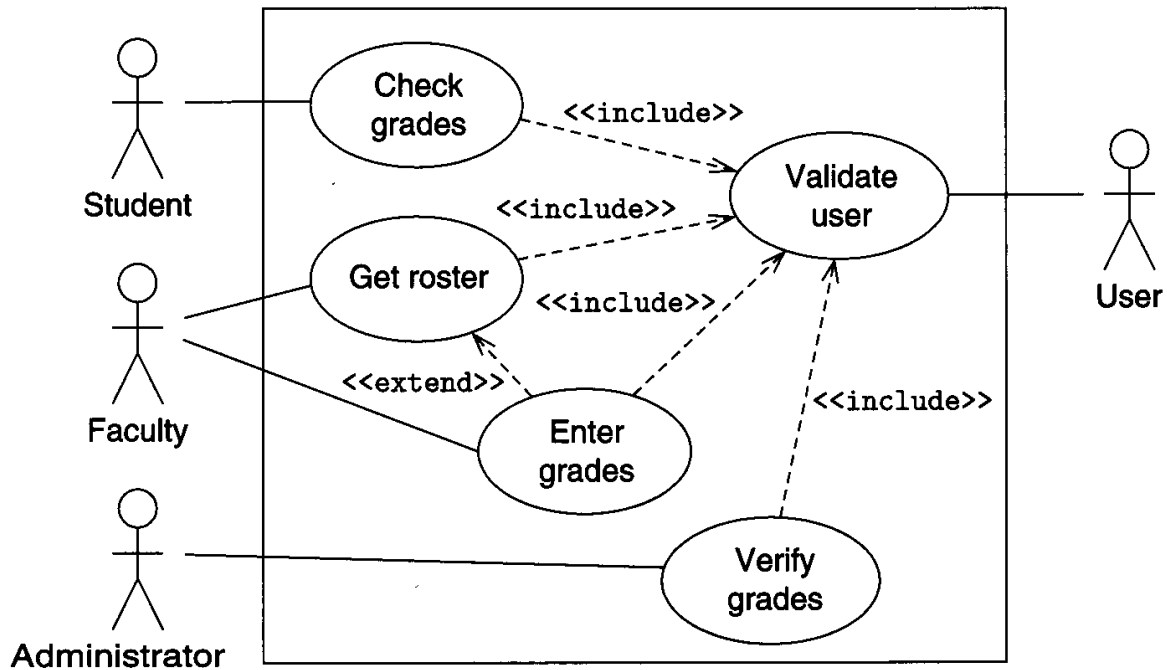
Extend: a dotted line labeled <<extend>> with an arrow toward the base case. The extending use case may add behavior to the base use case. The base class declares “extension points”.

<<extend>>



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Examples:



Use Cases for Example ATM System

