USE CASE TABLE STRUCUTRE

# 3.4 UML models

I – Color version

|  |  |
| --- | --- |
| Actor |  |
| Goal |  |
| Input Condition |  |
| Event flow |  |
| Output condition |  |
| Exception |  |

II – Standard version

|  |  |
| --- | --- |
| Actor |  |
| Goal |  |
| Input Condition |  |
| Event flow |  |
| Output condition |  |
| Exception |  |