***USE CASE***

A use case is a methodology used in system analysis to identify, clarify, and organize system requirements. The use case is made up of a set of possible sequences of interactions between systems and users in a particular environment and related to a particular goal. It consists of a group of elements (for example, classes and interfaces) that can be used together in a way that will have an effect larger than the sum of the separate elements combined. The use case should contain all system activities that have significance to the users. A use case can be thought of as a collection of possible scenarios related to a particular goal, indeed, the use case and goal are sometimes considered to be synonymous.

A use case (or set of use cases) has these characteristics:

* Organizes functional requirements
* Models the goals of system/actor (user) interactions
* Records paths (called *scenarios*) from trigger events to goals
* Describes one main flow of events (also called a basic course of action), and possibly other ones, called *exceptional* flows of events (also called alternate courses of action)
* Is multi-level, so that one use case can use the functionality of another one.

Use cases can be employed during several stages of software development, such as planning system requirements, validating design, testing software, and creating an outline for online help and user manuals.

**Use Cases Example for ATM System**

