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USECASE

- It is a scenario-based UML diagram.

ACTORS

- The people or systems that provide or receive information from the system
- Humans, Machines, Organizational units, External System, Sensors.

ACTIVE ACTORS

- Actors that stimulate the system and are the initiators of events are called primary actors.

PASSIVE ACTORS

- Actors that only receive stimuli from the system are called secondary actors.

USECASE RELATION AND ITS TYPES

ASSOCIATION

- Represent communication between actors and use cases.

GENERALIZATION

- Child Use Case inherits the behavior and meaning of parent Use Case.

INCLUDE

- It connects a base use case to an inclusion use case.

EXTEND

- It is used to add optional behavior in an extended use case.