

Exercises on Use Cases - Day 2

1. Do you know that it costs a lot of money to get a 'Certified Java Programmer' certificate? It could cost you thousands of euros. Let's imagine we will develop a browser-based training system to help people prepare for such a certification exam.

A user can request a quiz for the system. The system picks a set of questions from its database, and compose them together to make a quiz. It rates the user's answers, and gives hints if the user requests it.

In addition to users, we also have tutors who provide questions and hints. And also examiners who must certify questions to make sure they are not too trivial, and that they are sensible.

Make a use case diagram to model this system. Work out some of your use cases. Since we don't have real stake holders here, you are free to fill in details you think is sensible for this example.

5. Suppose we want to develop software for an alarm clock.

The clock shows the time of day. Using buttons, the user can set the hours and minutes fields individually, and choose between 12 and 24-hour display.

It is possible to set one or two alarms. When an alarm fires, it will sound some noise. The user can turn it off, or choose to 'snooze'. If the user does not respond at all, the alarm will turn off itself after 2 minutes. 'Snoozing' means to turn off the sound, but the alarm will fire again after some minutes of delay. This 'snoozing time' is pre-adjustable.

- Identify the top-level functional requirement for the clock, and model it with a use case diagram.