স্থায়ী সনদ প্রাপ্ত বিশ্ববিদ্যালয়

City University

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Department of CSE

LAB REPORT 01

Course Code : CSE-325

Course Title : System Anlysis and Design

Experiment Name : Use case of Banking Application

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Program : CSE 44th Batch (Eve)

Semester : 7th Semester (Spring)

Date Of assigned : 28-05-2019

What Is Use case Diagram ?

A use case diagram is a graphic depiction of the interactions among the elements of a system. A use case is a methodology used in system analysis to identify, clarify, and organize system requirements. In this context, the term "system" refers to something being developed or operated, such as a mail-order product sales and service web site Use case diagrams are employed in uml (Unified Modeling Language), a standard notation for the modeling of real-world objects and systems.

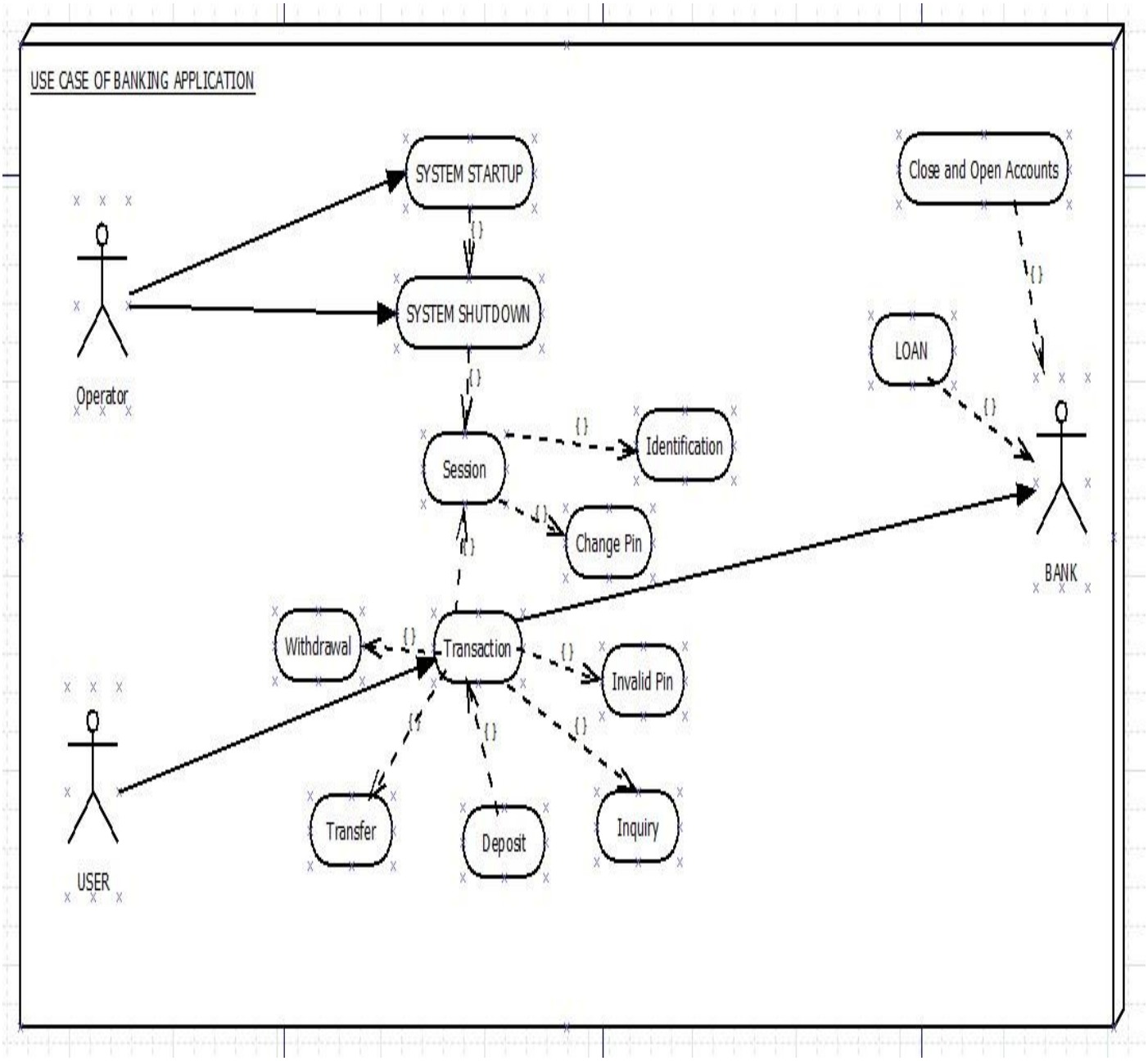
Why Use UML?

With many rapid application development environments available, developing a software application is fairly easy so why use UML? Most people are familiar with a drawing package can design and create forms and most people with basic programming skills can double click on a control and enter some code. But does this approach lend itself to professional quality applications?

Deborah Kurata (1998) stated that if an application is to be of professional quality it must:

- Meet the needs of the users
- Be robust
- Be maintainable
- Be documented

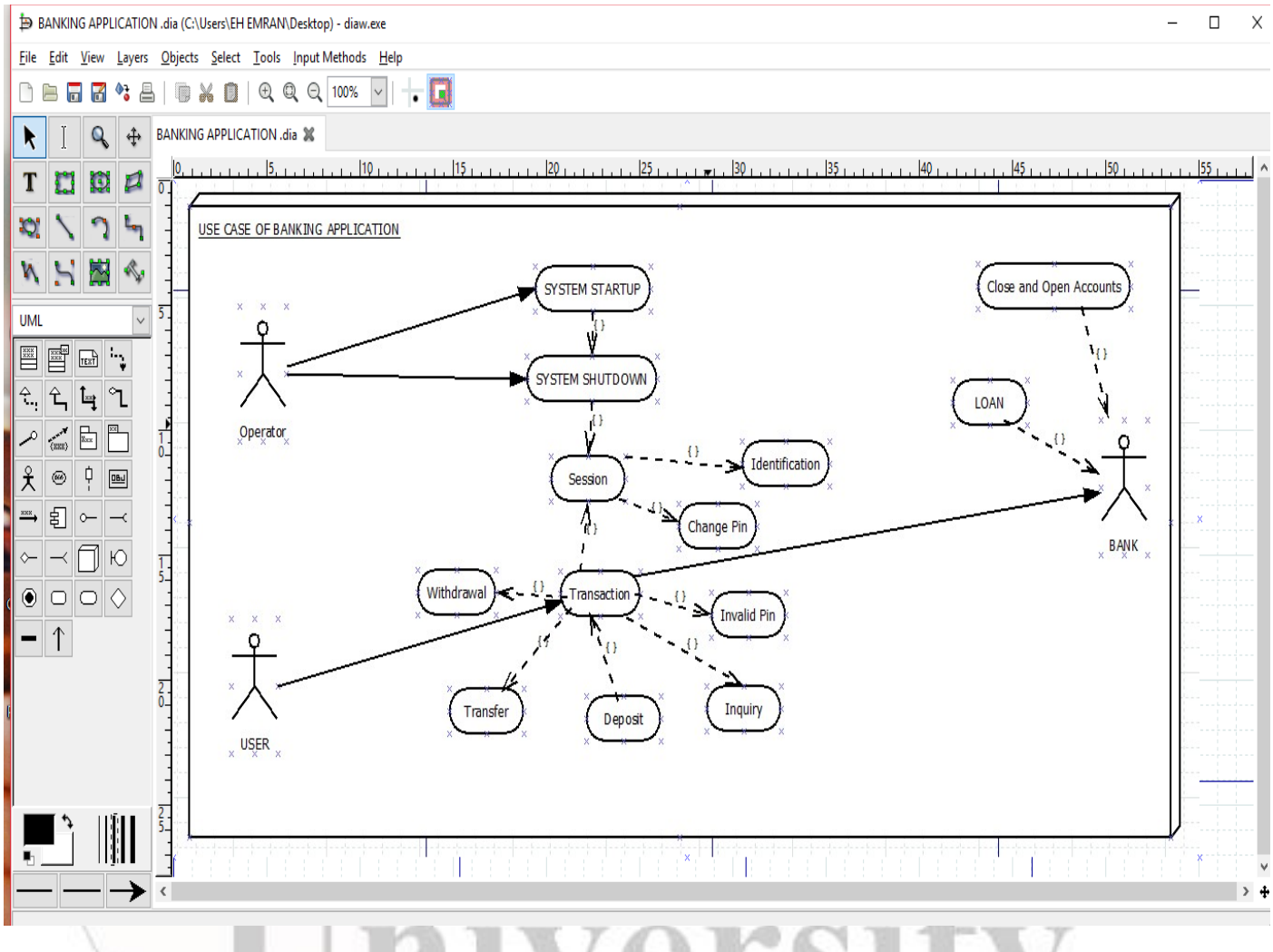
.JPG File



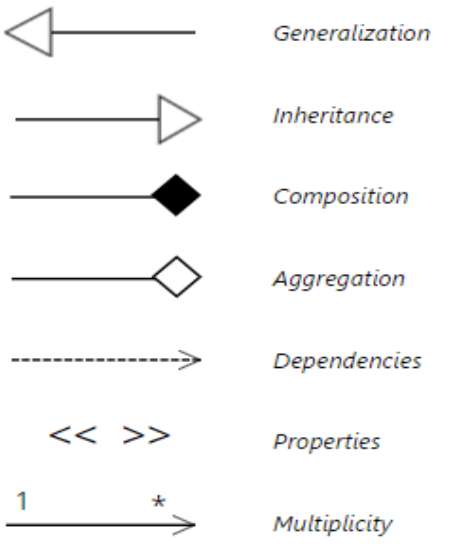
Activity Diagram

Activity diagrams illustrate the dynamic nature of a system by modeling the flow of control from activity to activity. An activity represents an operation on some class in the system that results in a change in the state of the system. Typically, activity diagrams are used to model workflow or business processes and internal operation.

Screen Shot :



UML Diagram Symbols



Visibility of any class members are marked by notations of

+	For Public
-	For Private
#	For Protected
/	For Derived
~	For Package

Sequence Diagram

Sequence diagrams describe interactions among classes in terms of an exchange of messages over time.

Timing Diagram

A timing diagram is a type of behavioral or interaction UML diagram that focuses on processes that take place during a specific period of time. They're a special instance of a sequence diagram, except time is shown to increase from left to right instead of top down.

Communication Diagram

Communication diagrams model the interactions between objects in sequence. They describe both the static structure and the dynamic behavior of a system. In many ways, a communication diagram is a simplified version of a collaboration diagram introduced in UML 2.0.

State Diagram

Statechart diagrams, now known as state machine diagrams and state diagrams describe the dynamic behavior of a system in response to external stimuli. State diagrams are especially useful in modeling reactive objects whose states are triggered by specific events.

Component Diagram

Component diagrams describe the organization of physical software components, including source code, run-time (binary) code, and executables.

Deployment Diagram

Deployment diagrams depict the physical resources in a system, including nodes, components, and connections