

Use Cases And Use Case Level Test Cases

Lesson 00

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People matter, results count.




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Document History

Date	Course Version No.	Software Version No.	Developer / SME	Change Record Remarks
	0.1D	NA		Content Creation
	0.1	NA	Sudhir Karhadkar	Review
May-2009	2.0	NA	Priya Rane	Material Revamp
May 2011	2.1	NA	Vaishali Kunchur	Material Revamp

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Course Goals and Non Goals

- Course Goals

- At the end of this program, participants gain an understanding of how to create effective Use cases to get a good coverage of a software application


- Course Non Goals

- This course does not cover tool training for Use cases



Pre-requisites

- None

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Intended Audience

- Test Engineers and Senior Test Engineers



Day Wise Schedule

- Day 1
 - Lesson 1: Introduction to Use cases

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Table of Contents

- Lesson 1: Introduction to Use cases
 - 1.1. Use case modeling
 - 1.2. Advantage of use cases
 - 1.3. Actor
 - 1.4 Goals and Requirements
 - 1.5 Goals and scenarios
 - 1.6 Naming Conventions
 - 1.7 Alternate Path
 - 1.8 Exceptions
 - 1.9 Errors
 - 1.10 Precondition & Post condition
 - 1.11 Steps for Use case modeling
 - 1.12 Good practices
 - 1.13 Failure scenarios

References

- Book:

- UML User's Guide; by Grady Booch, Ivar Jacobson, and James Rumbaugh

- Web-site:

- <http://www.uml.org/>




Next Step Courses (if applicable)

- Task Based Approach



Other Parallel Technology Areas

- UML

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