# Capturing Requirements – Use Case Specifications

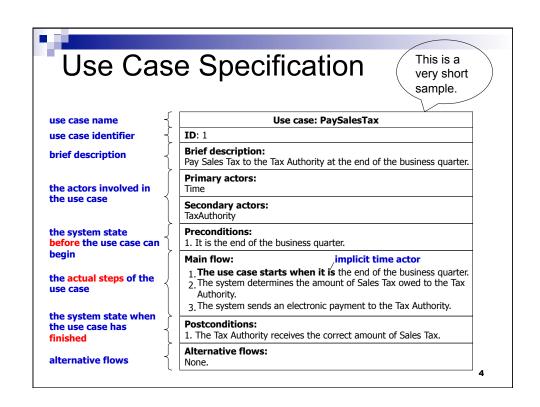
# Objectives

- Learn how to detail a use case.
- Learn how to write a use case specification.



# **Use Case Specification**

- Known as "Detail a use case"
- Do this after use case modeling/diagram, where you have identified the actors and key use cases
- Consists of at least a use case name and a use case specification
- There's no UML standard for a use case specification.
- We will use a common template see next slide.





# Pre- and Post-conditions

- Preconditions and postconditions are constraints
- Preconditions constrain the state of the system before the use case can start
- Postconditions constrain the state of the system after the use case has executed
- If there are no preconditions or postconditions write "None" under the heading

# Place Order

# Preconditions:

1. A valid user has logged on to the system

# Postconditions:

1. The order has been marked confirmed and is saved by the system

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# Main Flow

- The flow of events lists the steps in a use case
- It always begins by an actor doing something
  - A good way to start a flow of events is: "The use case starts when an <actor> <function>"
- The main flow is always the happy day or perfect world scenario
  - Everything goes as expected and desired, and there are no errors, deviations, interrupts, or branches
  - Alternatives can be shown by branching or by listing under Alternative flows (see later)
- The flow of events should be a sequence of short steps that are:
  - Declarative
  - □ Numbered.
  - □ Time ordered

<number> The <something> <some action>



# Branching within a flow: If

To show alternatives in flow of events:

# If Boolean expr

- · Indent and number to indicate the conditional part of the flow
- What happens if the condition is false:
  - else

(see next slide)

Use case: ManageBasket

ID: 2

Brief description:

The Customer changes the quantity of an item in the basket.

Primary actors: Customer

Secondary actors:

Preconditions:

1. The shopping basket contents are visible

- 1. The use case starts when the Customer selects an item in the basket.
- 2. If the Customer selects "delete item" 2.1 The system removes the item from the basket.
- 3. If the Customer types in a new quantit
  - 3.1 The system updates the quantity of the item in the basket.

Postconditions:

None.

Alternative flows:

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# Repetition within a flow: For

To indicate the start of a repetition in the flow of events:

# For iteration expr

Iteration expression: number of repetitions of the indented text

ID: 3

Brief description:

The system finds some products based on Customer search criteria and displays them to the Customer.

Use case: FindProduct

Actors:

Customer

Preconditions:

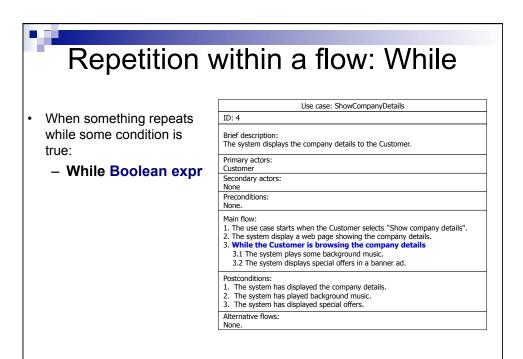
# Main flow:

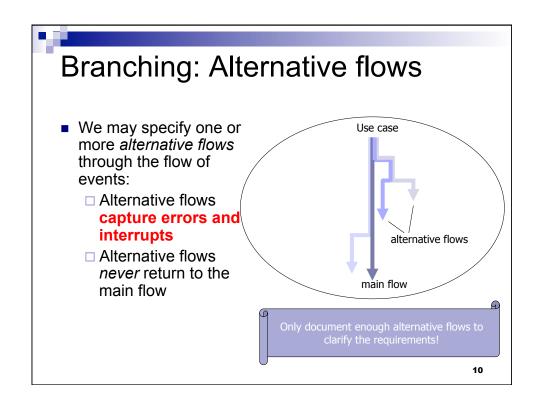
- 1. The use case starts when the Customer selects "find product".
- 2. The system asks the Customer for search criteria.
- 3. The Customer enters the requested criteria.
- The system searches for products that match the Customer's criteria.
- 5. If the system finds some matching products then
- 5.1 For each product found
- 5.1.1. The system displays a thumbnail sketch of the product.
- 5.1.2. The system displays a summary of the product details.
- 5.1.3. The system displays the product price.

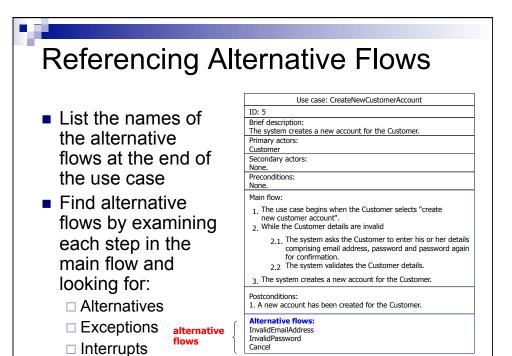
6. **Else**6.1. The system tells the Customer that no matching products could be found.

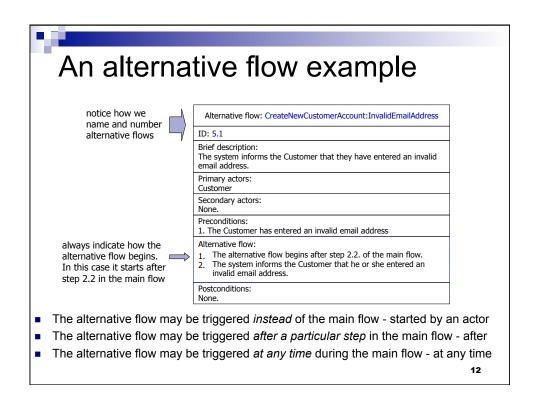
Postconditions:

Alternative flows:











# When to use use case analysis

- They are the *best* choice when:
  - ☐ The system is dominated by functional requirements.
  - ☐ The system has many types of user to which it delivers different functionality.
  - ☐ The system has many interfaces.
- They are a *poor* choice when:
  - ☐ The system is dominated by non-functional requirements.
  - ☐ The system has few users.
  - ☐ The system has few interfaces.

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# The Project Glossary

# **Project Glossary**

Term1

Definition Synonyms Homonyms

Term2

Definition Synonyms Homonyms

Term3

Definition Synonyms Homonyms

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- It's important to capture the language of the domain in a project glossary
- The aim of the glossary is to define key terms
- You are building a vocabulary that you can use to discuss the system with the stakeholders



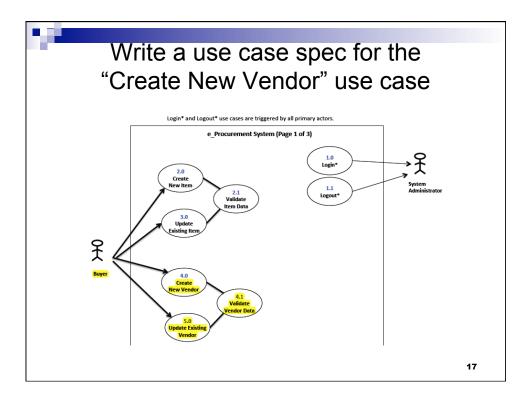
# **Use Case Specification (Summary)**

- Name of Use Case verb phrase
- Actors
  - Description of Actors involved in use case)
- Pre-condition or Entry (of Main Flow) condition
  - "This use case starts when..."
- Main Flow/Flow of Events
  - Psuedo-code natural English language
- Post-condition/Exit condition
  - "This use cases terminates when..."
- Alternative Flows/Exceptions
  - Describe what happens if things go wrong
- Special Requirements (optional)
  - Nonfunctional Requirements, Constraints)

derived from Bruegge & Dutoit

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# **Use Case Specification** use case name Use case: PaySalesTax **ID**: 1 use case identifier brief description **Brief description: Primary actors:** the actors involved in the use case Secondary actors: the system state **Pre-conditions:** before the use case can begin Main flow: the actual steps of the use case the system state when Post-conditions: the use case has finished Alternative flows: alternative flows



# To Learn More...

UML 2 and The Unified Process, Second Edition –

Jim Arlow and Ila Newstadt

Chapter 4

The Unified Modeling Language Reference Manual, Second Edition 
James Rumbaugh, Ivar Jacobson and Grady Booch

Chapter 6

Writing Effective Use Cases – Alistair Cockburn