**3.3 Use cases.**

A use case view describes the externally visible behaviour of the system. It presents a structed view of a systems functionality by defining actors, which model the roles that users can play when interacting with the system and describing the use cases that those actors can participate in (Priestley, 2003). The use case view contains a set of use cases that define the complete functionality of the system. Uses cases aid in the development of the system by imposing constraints on the designer and dividing the system into smaller functions so that the interface can be designed from user’s point of view (Priestley, 2003). A small selection of use cases for the system can be found at table 3, table 4 and table 5, with the reminder located in the appendix.

A use case diagram summaries in graphical form the different actors and use cases in a system, showing how and which actors can participate in which use cases. FIIGURE NUMBER shows the use case diagram for the designed system.

**3.4 Non-functional requirements.**