1.

A use case is a description of how a user uses a system to accomplish a certain objective. It is a technique for capturing, from the viewpoint of the user, the functional requirements of a system.

2.

Determine use cases: The initial stage is to determine the various uses for the system. Users' ideas, the analysis of the system's needs, or a review of the current documentation can all be used to accomplish this.

record use cases the use cases must be documented after they have been found. This entails outlining the use case's objective as well as the players, steps, and success and failure conditions.

Control use cases Managing the use cases is essential during the entire development process. This entails keeping track of modifications made to the use cases, making sure they are correctly implemented, and communicating them to stakeholders.

3.

The setting in which the use case occurs serves as the context of the basic use case description template. This covers the key actors, the system under review, and any additional pertinent data.

4.

User specifications:

I want to sign up as a user on an internet store so that I can purchase certain accessories.

Case study:

- Name: Create an account on an online store
- Actors: System, User
- The user wishes to register on the website to purchase accessories.
- Simple flow
- 1. User accesses webpage and selects "Register" button.
- 2. Upon login, the system shows a registration form.
- 3. After completing the registration form, the user presses the "Submit" button.
- 4. After confirming the user's information, the system generates an account.
- 5. A message of confirmation is shown by the system.

Different flows:

- The user fills out the registration form with false information.
- The user's information is not properly verified by the system.
- The system cannot set up an account.

Success prerequisite:

After successfully creating an account, the user can access the website and log in.

Failure circumstance:

create an account.			