

**Use Cases for**  
Master of Science in Information Technology  
Software Design and Programming

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9/13/2025

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### **Abstract**

For the purposes of our scenario for developing object oriented methods for a shopkeeper who would like to manage, log, record, and interact with vendors. Our use cases will cover interactions with the vendors, updating and maintaining records and vendors, and the notifications and statuses that coincide with those vendors. We've developed multiple use cases that should cover the use cases in the industry, our difficulties with developing those use cases, and our overall conclusion in regards to the scenario.

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## **Introduction**

For this project, a specific scenario for designing a software to manage vendors for a shopkeeper was selected to brainstorm use cases for. In a group, multiple use cases were defined and expanded on through different alternative flows and Object-Oriented Programming (OOP) methods applications. During the planning process, the team discussed their experiences with utilizing use cases in a professional setting, which directly correlates with what will be discussed in this paper.

## **Use Cases in the Industry**

Not every team of software developers generate use cases when planning out products and features from stakeholders. While discussing with the team, we found it to be extremely beneficial to identify and define use cases, and all of the team members have experience with utilizing them in their professional careers. Organizations should be encouraged to invest time into defining use cases, particularly in settings that utilize frameworks such as Agile Methodology. The process of defining use cases helps break down a product into manageable features and reduces the likelihood that important elements will be overlooked.

For the overall use cases, the team decided to develop and include multiple tables and work flows that would not only cover all of the use cases but also lead into object oriented modeling and programming. The team made use cases for 5 specific parts to the shop keeper scenario such as, wanting to view vendors in our web app our UI, selecting a vendor and having it display all the metadata, record and log the data from the vendor, adding, updating or removing vendors, and finally handling scheduling and notifications for all of the vendors as a

shopkeeper. This also led into the team's work flow design that would help lay out the beginning foundations for object oriented modeling and programming that can develop in future assignments if needed.

### **Assignment Difficulties**

The common difficulty the group ran into was primarily the source of communication and utilizing Zoom as the primary tool for brainstorming. Only one member had extensive experience with Zoom and the Whiteboard tools, so most of the team needed to take the time to understand how things worked before the discussion could begin. Now, the team overall feels more comfortable with the tool and the Whiteboards it provides, so it can hopefully be an essential tool for the rest of the course.

Regarding the source of communication for the team, it felt that there were confusions between everyone's preference for contact. The team was unsure if the discussion posts should be utilized, or if the Canvas Inbox was more beneficial, so coordinating meeting times was difficult. The resolution was to just utilize the direct Inbox messaging, and now there is a steady flow of communication that will hopefully work for the rest of the quarter.

During brainstorming, planning an initial flow of use cases and breaking it down step by step into alternative flows and methods helped significantly. Once the flow design was complete, tables were utilized to expand on the use cases, and the Whiteboard is provided in Appendix A. This strategy enabled the team to take the scenario step-by-step, and plan together what the use cases could be broken down into, and how OOP methods are applied.

## **Conclusion**

Overall, brainstorming use cases for a shopkeeper's vendor tool provided a comprehensive understanding of how the tool could be developed and implemented. Through team collaboration, it was reinforced that organizations benefit greatly from dedicating time to the planning of use cases prior to initiating product development. Despite minor communication challenges, the team successfully carried out the planning process, demonstrating the effectiveness of structured use case analysis. This exercise highlights how use cases not only guide technical execution but also promote clarity, alignment, and efficiency within a development team, ultimately supporting the delivery of well-designed and reliable software solutions.

Appendix A: Zoom Whiteboard Planning

Complete Brainstorming— yay!!

Scenario 3:  
You are designing software to help a shopkeeper proactively manage the vendors they interact with regularly, their addresses, phone numbers, and representatives, and keep notes on their interaction dates and responsiveness. Use our object-oriented techniques to model this software.

Write our own write ups

Identify at least four interactions for your selected scenario. Note that your team is creating a use case only, not a use case diagram.

- Be able to sort/search vendors by metadata
- When you select vendor, it displays metadata
- Able to log/record the data from the vendor
  - Performance
  - Inactive/active
- Add/Remove vendors
  - Calendar invites
  - Stock/inventory notifications (if the vendor updates their requirements)
  - Setup automated text reminders for vendor and shopkeep for invites

Diagram (What if)

Basic Flow

- I want to view my vendors in a list through a UIMobile app (UAC)
- I want to organize through vendors (UAC)
- Able to manipulate vendor data (UAC)
- Handle scheduling (U)

Alternative Flow

- With App Display
- List
- Search vendors
- Sort vendors
- Add
- Remove
- Calendar
- Stock Notifications
- Inventory Notifications
- Calendar Invites
- Text Reminders

OOP Techniques

- Shopkeeper - Actor
- Vendor - Object that contains other information

Second (separate)

After your team has developed its use case, discuss the following questions in a brief write-up (200-300 words). Consider the following:

- Software developers often do not employ use cases in their development work. Should companies invest in developing use cases? Why or why not?
- What did you find difficult or easy about this activity?
- What strategies helped?

Basic-Alternative Flow

Alternative Flow	With App Display	List	Details Panel	Search Vendors	Sort Vendors	Add	Remove	Update	Delete	Stock Notifications	Inventory Notifications	Calendar Invites	Text Reminders
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Use Case Overview

Use Case	Actor	Basic Flow	Alternative Flow	OOP Techniques
I want to view my vendors in a list through a UIMobile app (UAC)	Shopkeeper	I login to the website. I navigate to the vendor page.	I login to the website. I navigate to the vendor page. I can select a vendor to view their details.	Vendor Object. Contains all metadata, can contain other smaller objects such as representatives.
Select Vendor and have it display metadata	Shopkeeper	When I click a vendor on the website, I would like to see metadata to be displayed.	I login to the website. I navigate to the vendor page. I can select a vendor to view their details.	Vendor object that will contain all the appropriate metadata and representatives.
Able to log/record data from the vendor	Shopkeeper	I would like to record data from the vendor to keep track of interactions.	I login to the website. I navigate to the vendor page. I have the ability to update notes for the vendor's interactions in the UI.	Vendor Object containing data notes.
Add/Remove Vendors	Shopkeeper	I want to be able to add or remove vendors on my website.	This should be able to add, update, or delete a vendor.	Vendor class will have methods associated to getting, updating or removing vendors.
Handle scheduling and notifications	Shopkeeper	I want to be able to get notifications based on inventory levels. When a vendor has a certain amount of inventory I will be notified.	I can set the threshold to notify me automatically by email or text phone.	Vendor class contains inventory. Many different objects can contain inventory (representations).