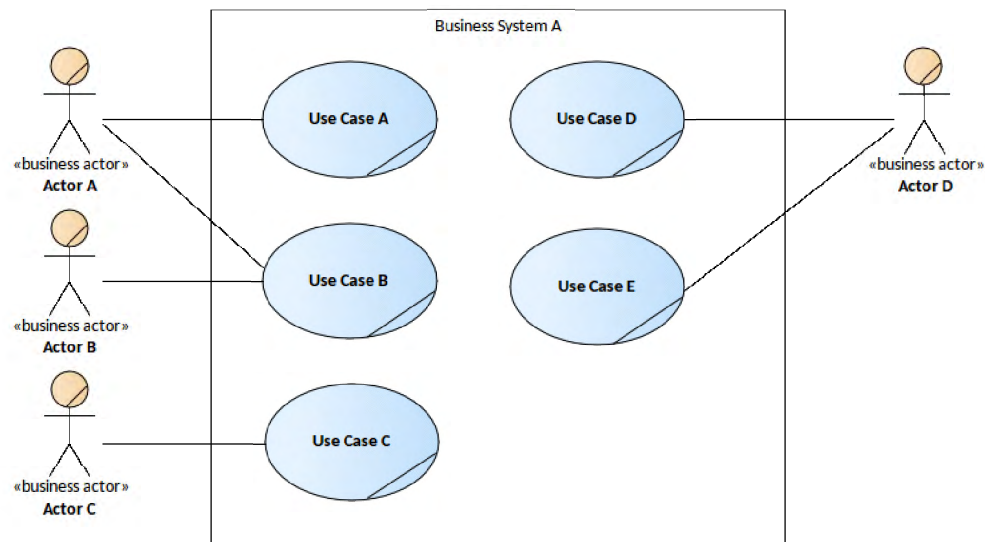# Basic Business Use Case Model

The Basic Business Use Case Model pattern creates business Actors and Use Case elements and a Use Case diagram that describes the goals that user roles wish to achieve from the business system. The Business Use Cases are all contained within the System Boundary and the Business Actors all lie outside the Boundary.

Figure 1. Shows a Use Case diagram with Business Actors and a number of Business Use Cases enclosed in a System Boundary. One Actor represents a system and is displayed using rectangular notation.

Discussion

The purpose is to allow Business Analysts and other stakeholders to describe the value that Actors (the roles that users play) want to achieve when interacting with the system.

The pattern is typically used in the analysis phase of an initiative and can be used to realize any number of Requirements and as a way of providing specification for the implementation team.

The following is a list of some things you may want to do when working with this pattern.

- · Change the name of the System Boundary to suit the initiative.
- · Change the name of the Actors and Use Cases to suit the initiative.
- · Add descriptions to describe the value the Use Case offers.

The following is a list of some of the next steps available when applying the pattern.

- · Use the Scenario Builder to define the detailed steps in one or more Use Cases.
- · Generate a behavioral diagram that describes the detailed steps visually.
- · Create trace relationships between the Use Case and Requirements.
- · Create Realization relationships between the Use Case and Components that implement them.
- · Structure the Use Case Model using Extend, Include and Generalization relationships.

Useful Workspace Layouts Design | Use Case Modeling, Requirements

Reference

The following help topics will assist you learn about how to work with this pattern.

Use Case Diagram

System Boundary

Use Case

Actor

The following are some of the tools that will be helpful when working with this pattern.

Scenario Builder
The Scenario Builder is a productive and unique tool and editor that allows the analyst to work with the text of Use Cases and Scenarios directly inside the model. Many

analysts will be familiar with creating long and voluminous Word Processor documents describing the details of Use Cases. With the Scenario Builder the descriptions and steps of Scenarios can be entered directly into the repository and linked to other elements. Alternate and Exception paths can be defined including branch and re-entry points. Diagrams representing the steps in a scenario can be generated and automatically synchronized. For more details see the Scenario Builder help topic.

Traceability Window

The Traceability Window automatically displays the relationships that exist between Use Cases and other model elements including up-process and down-process elements. The traceability tree view can be conveniently expanded to see deeper relationships and elements displayed in the window can be located in all diagrams in which they appear. For more details see the Traceability Window help topic.

Element Discussions

The Element Discussion facility is a fully featured collaboration tool allowing modelers and model viewers and reviewers to communicate with each other directly inside the repository. Modelers using the full client or occasional viewers using WebEA can both post and reply to discussions and communicate and engage in chat. For more details see the Element Discussions help topic.

Pan and Zoom

The Pan and Zoom facility is one of the tools that can be used to navigate around a large diagram. Often the resolution of a diagram must be reduced to ensure it is wholly visible but by using the Pan and Zoom window you can leave the diagram at a readable resolution and pan around to areas of interest zooming in when necessary. For more details see the Pan and Zoom help topic.

Diagram Legends

The Diagram Legend facility is useful for manually or automatically changing the appearance of elements and connectors on a diagram. A legend can be added from the Common Toolbox and configured to codify the fill and line color and line thickness. This is a powerful way to add meaning and expression to a diagram and is particularly expressive when applied automatically based on element or connector properties. It can be used with a number of specialized diagrams such as roadmaps to create a powerful visualization. For more details see the Diagram Legends help topic.

Document Generator

The Document Generator is a powerful facility in Enterprise Architect that allows a Database Engineer or other stakeholder to create high quality corporate or technical documentation directly from the model, suitable for internal or external audiences. For more details see the Documentation help topic or the more general topic on Model Publishing.

Specification View

The Specification View can be used as a way of working with the Components and Interfaces particularly when there are a large number of elements as is typically the case when describing a system of any appreciable size. For more details see the Specification View help topic

Relationship Matrix

The Relationship Matrix provides a spreadsheet like view of two groups of elements and the relationships that exist between them. It can be a used as a powerful analysis mechanism to visually indicate how elements are related to each other and to discover which elements are missing relationships. For more details see the Relationship Matrix help topic.