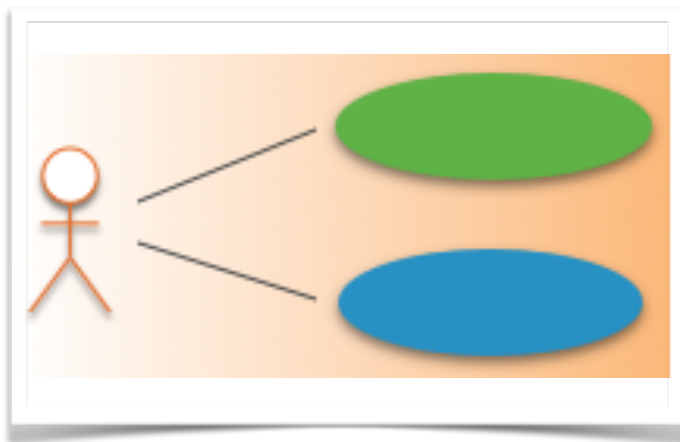


# Use Case Cheat Sheet

## A practical overview of the Use Case UML diagram

# The Use Case Diagram

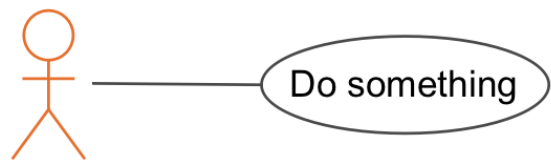


Purpose: visualize the functional requirements of a system

To **represent a use case**, we draw an oval in the middle of the screen and put the title of the use case in it.

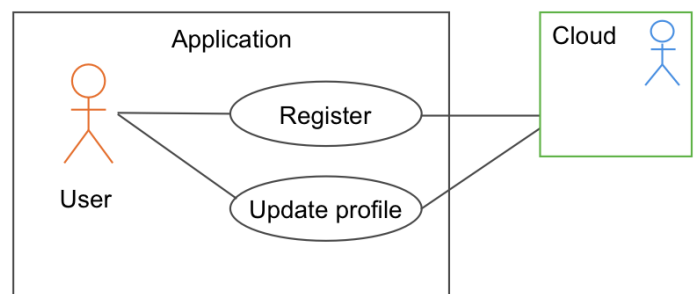


Use stick figures to **depict the actors**. Draw lines to show the interactions between an actor and a use case:



Actor name

**Draw a frame** around all use cases and actors to articulate that they belong to a specific system.



## ACTORS AND USE CASES

Actors represent human beings or other systems that interact with your application. A use case is an action performed by an actor, e.g. "Subscribe," "Add New Note," or "Encrypt Message".

