



Modeling UML Use Case Diagrams and Capturing Use Case Scenarios



Introduction



Theory



Simulation



Case Study



Self-evaluation



Procedure



Exercises



References

Select 1

Draw a use case diagram for the following problem

Consider a library, where a member can perform two operations: issue book and return it. A book is issued to a member only after verifying his credentials. Draw a use case diagram for the problem.

Learning Objectives:

1. Identify the actors and use cases
2. Associate the use cases with the actors by drawing a simple use case diagram

Limitations: While extending a use case, extension points could not be defined through this interface.

Table #1: Add actors

Actor	Add
<input type="text"/>	

Table #2: Add use cases

Use Case	Add
<input type="text"/>	

Table #3: Add relationship

From Actor / Use Case	Relationship	To Actor / Use Case	Label	Add
Issue it	Include	Check Availability	<input type="text"/>	

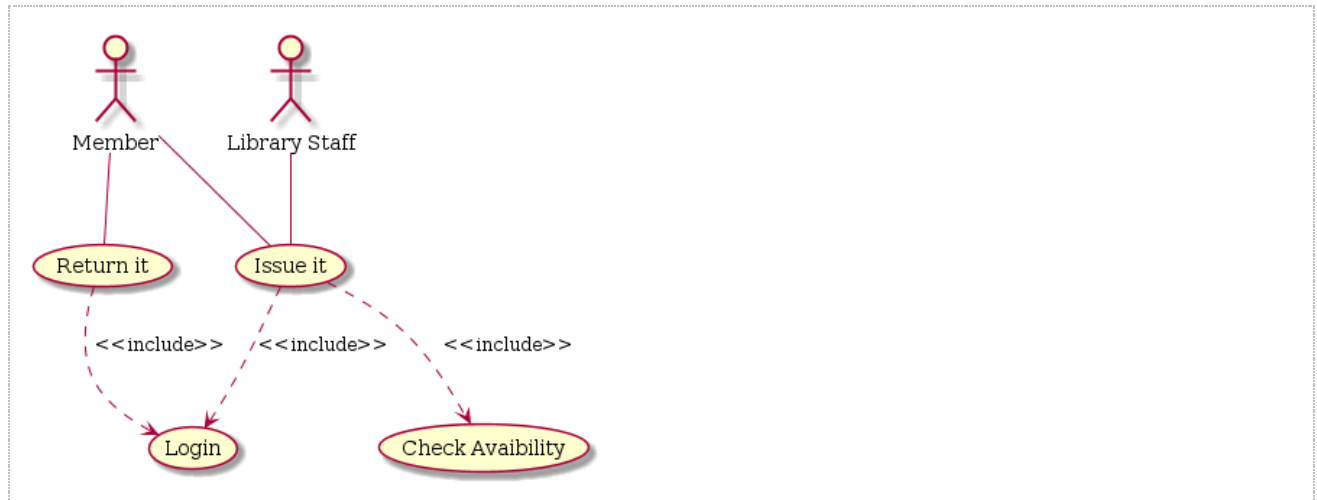
Table #4: List of actors and use cases

Actor	Use Case
<ul style="list-style-type: none"> Member Library Staff 	<ul style="list-style-type: none"> Issue it Login Return it Check Availability

Table #5: List of relationships

Actor / Use Case	Relationship Type	Actor / Use Case	Label	Remove
Member	Association	Issue it		
Library Staff	Association	Issue it		

Actor / Use Case	Relationship Type	Actor / Use Case	Label	Remove
Issue it	Include	Login		
Member	Association	Return it		
Return it	Include	Login		
Issue it	Include	Check Availability		



Result



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