

Use Case

- use case detected with oval shape
- System function - Doing Something
- Ex: login

check Balance

Transfer funds

make payment

- Next thing is Use Case & Relationship
- Relationships

- Communication link " — " "
- Actor communicated with use case

Types

- Association (communication)

- Include

- Extend

- Generalization

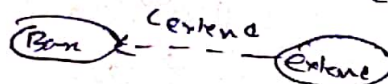
- Include

- Shows the dependency b/w Base use case & Include use case



- Extend

- Base use case and extended use case



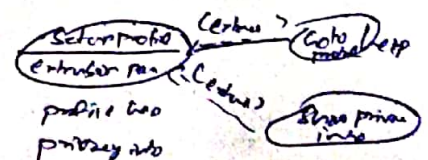
- Generalization

- This also called as inheritance



- This can done with actors

- Use case extension



UML Use Case Diagram


- System or application
- People / organization that interact with it
- Basic flow of system

Use case diagrams has 4-different elements

- Systems
- Actors
- Use cases
- Relationships

= System: is what ever you developing website / software / app.
- we represent system with rectangle



- Actor: which is detected by this symbol 
Actor is someone / something uses the system to achieve goal
Actor can be person / organisation / Another system / External device

- Actor are external objects always placed outside of system

Types

- Primary Actor
- Secondary actors

Primary Actor

- ~~initiates~~ initiates the use of the system
- Bank customer (Example)
- Should be left on the system

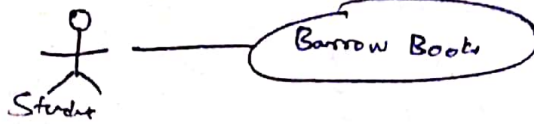
Secondary actor

Reactonomy

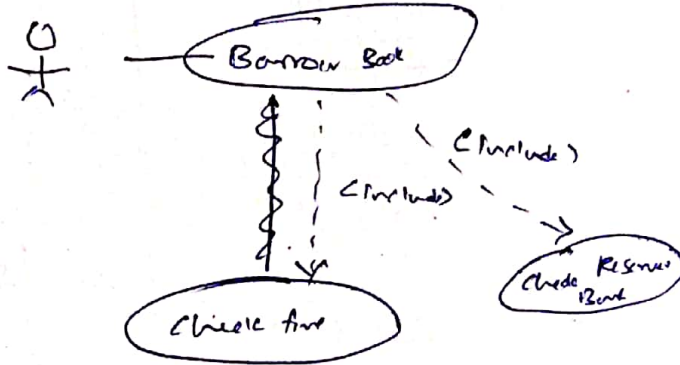
- Bank (Example)
- Should be right in the system

Example

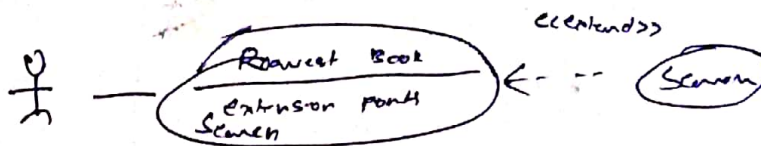
- Association



- Include



- Extend



- Generalization

