
Rational Software

Payroll System Use Case Analysis Solution

Version 2003

Mastering OOAD with UML	Issue:
Payroll System Use-Case Analysis Solution	Issue Date: February 2003
06uc_analysis_solution_rpt.doc	

Revision History

Date	Issue	Description	Author
09/01/2000	V2000	Generate for beta	Shawn Siemers
10/2/2000	V2000	Final release	Shawn Siemers
01/14/2003	V2003	Final Release	Alex Kutsick

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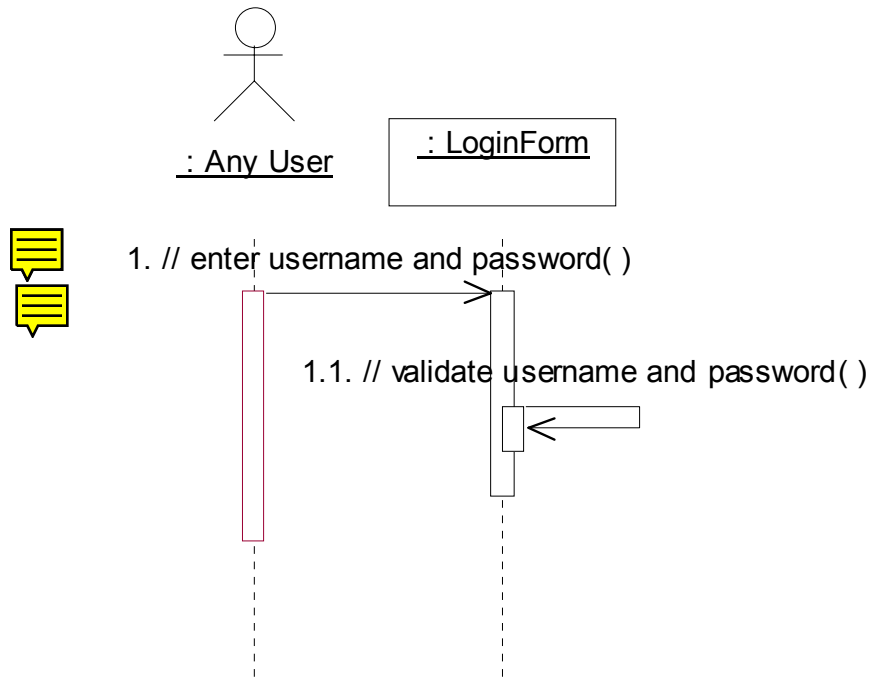
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1. Exercise: Use-Case Analysis

1.1 Use-Case Realization Interaction Diagrams

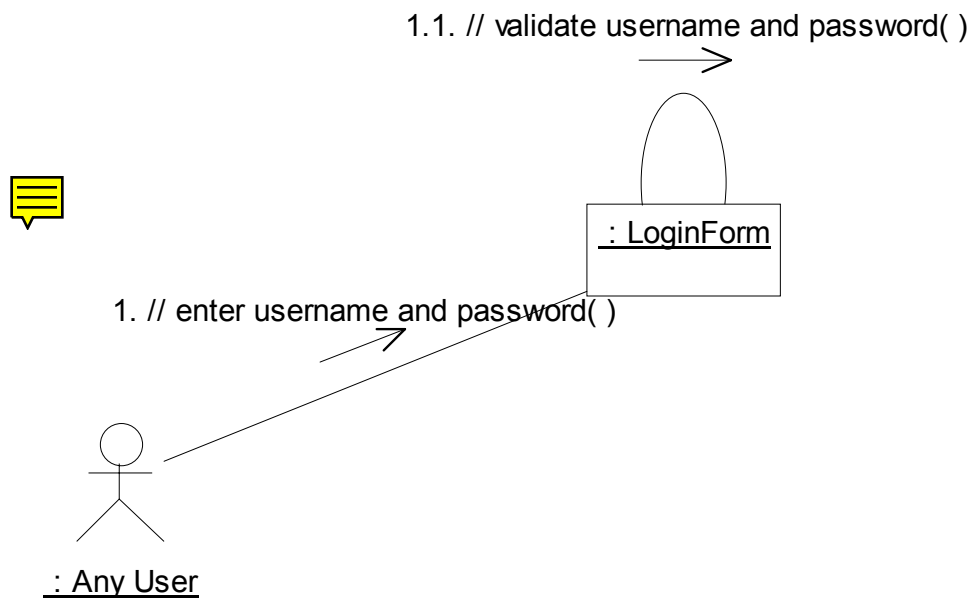
1.1.1 Login

1.1.1.1 Login - Basic Flow



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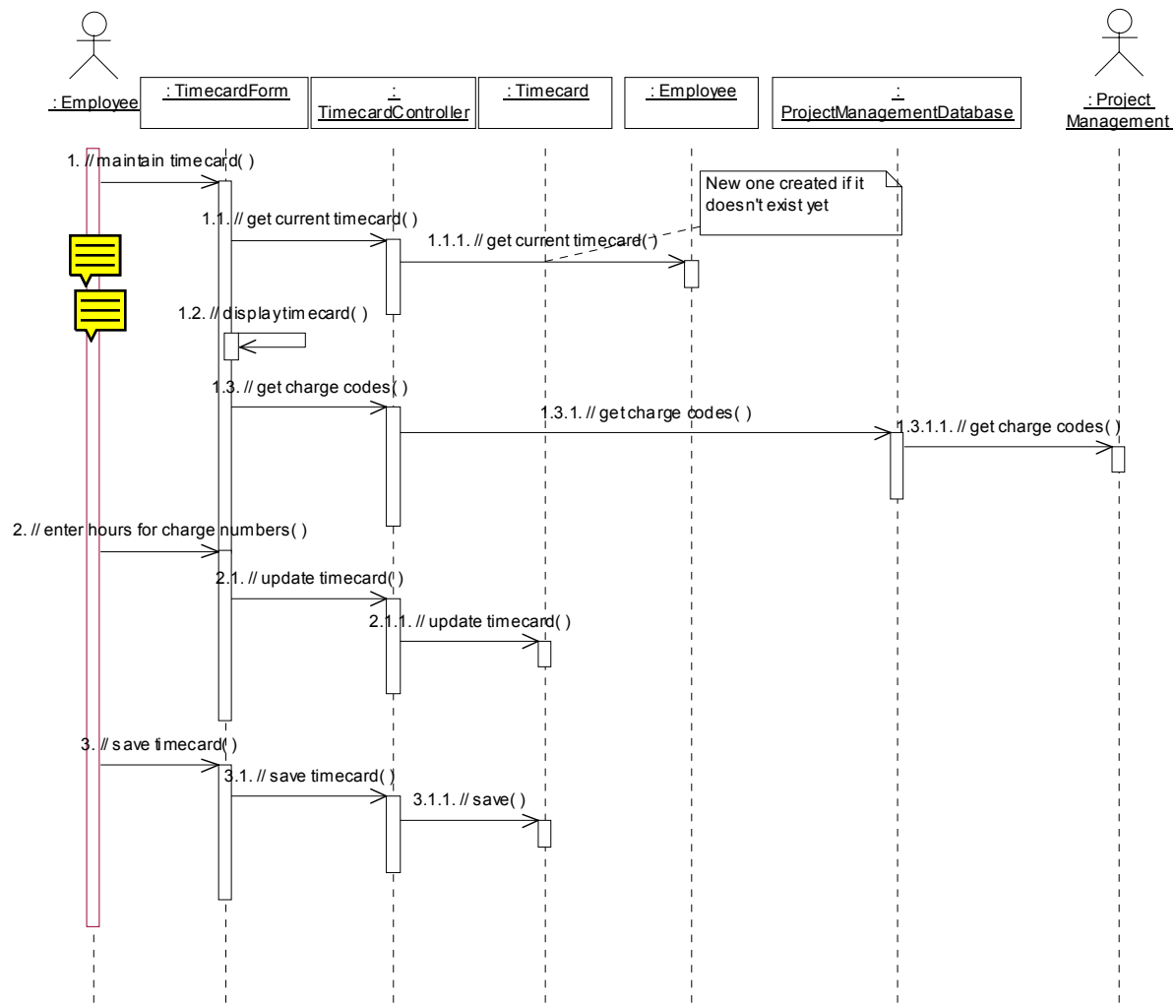
1.1.1.2 Login - Basic Flow



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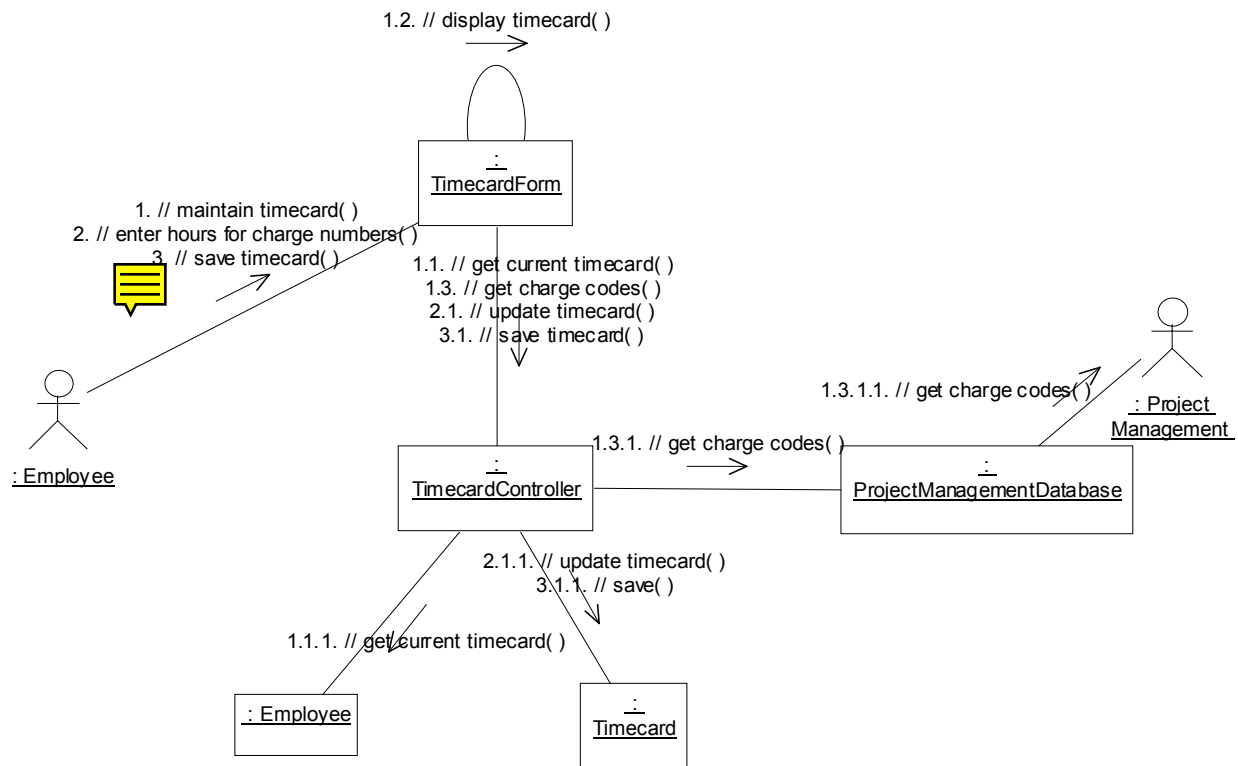
1.1.2 Maintain Timecard

1.1.2.1 Maintain Timecard - Basic Flow



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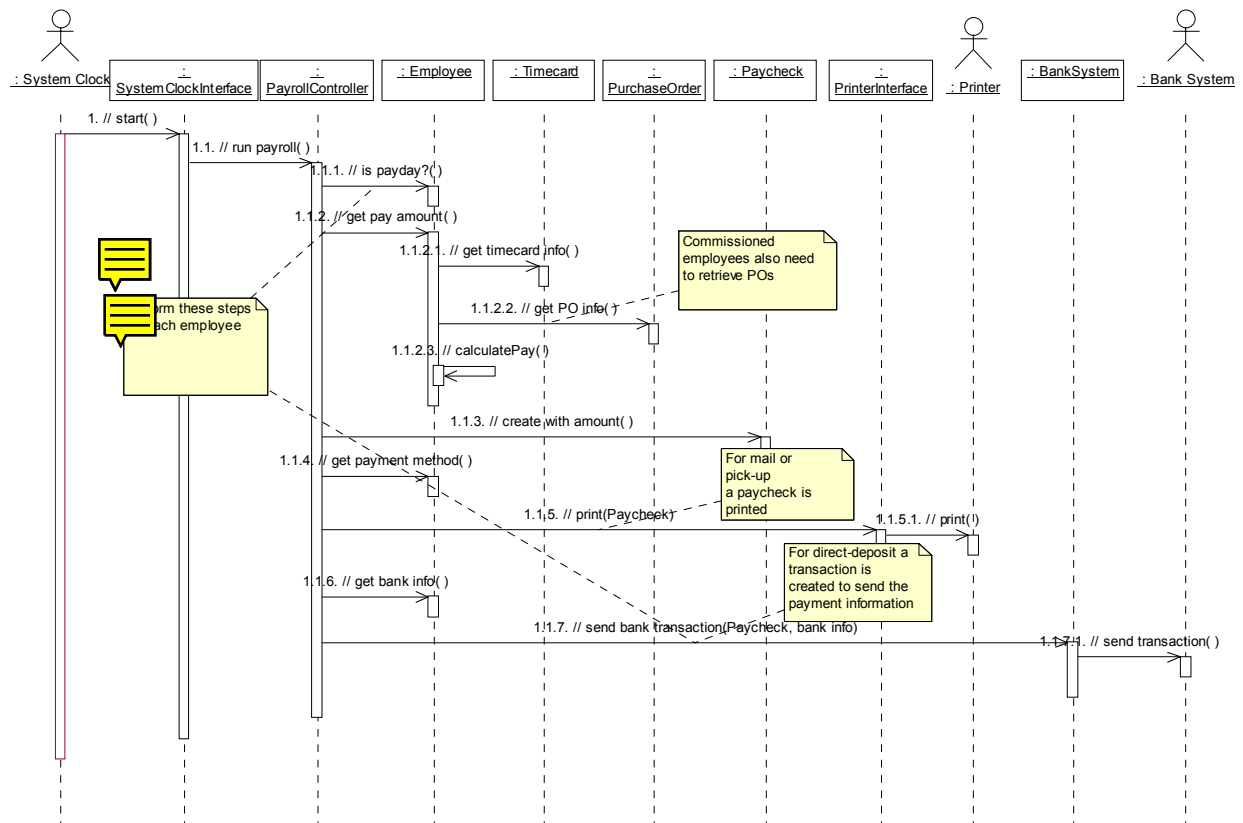
1.1.2.2 Maintain Timecard - Basic Flow



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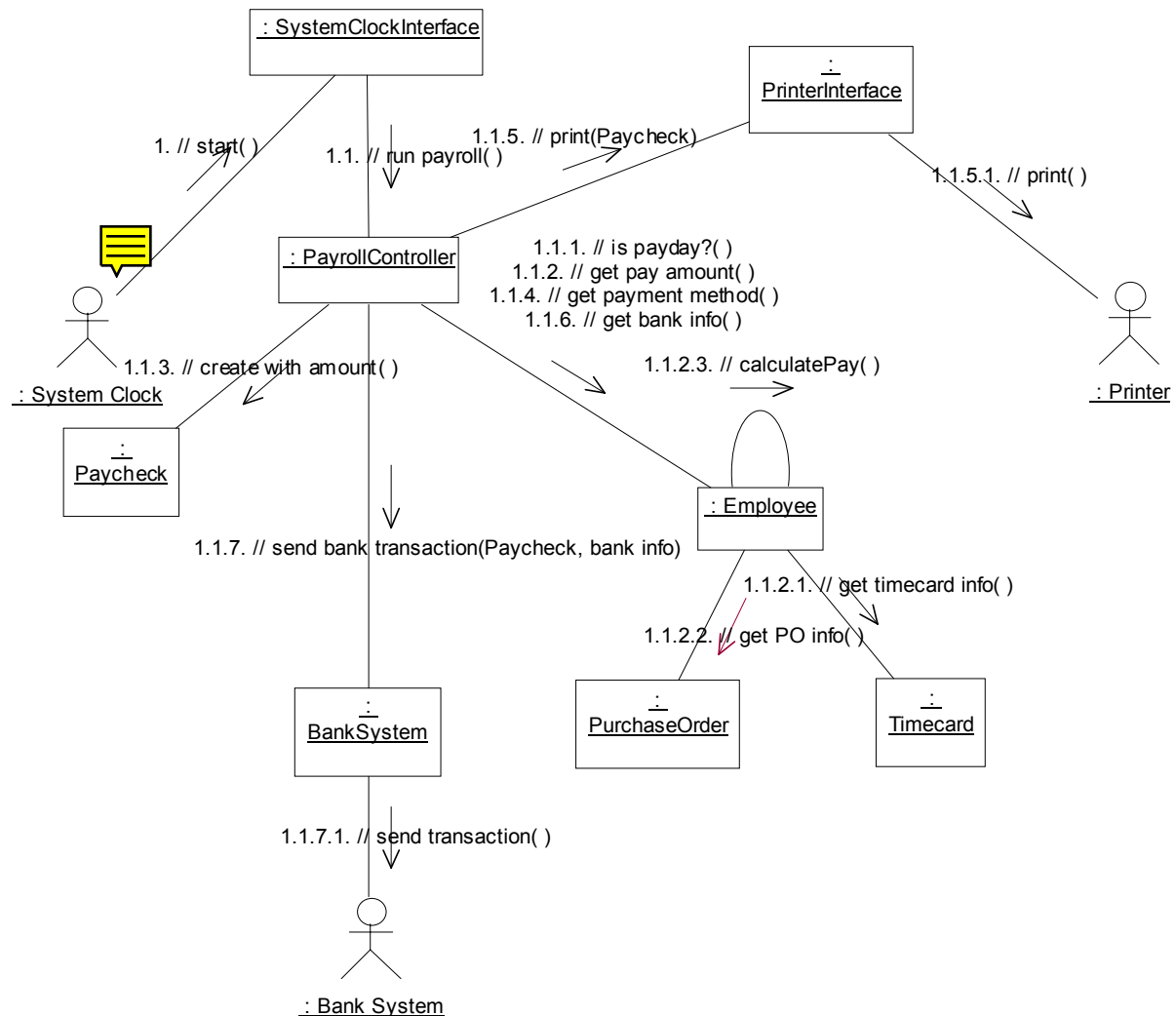
1.1.3 Run Payroll

1.1.3.1 Run Payroll - Basic Flow



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1.1.3.2 Run Payroll - Basic Flow

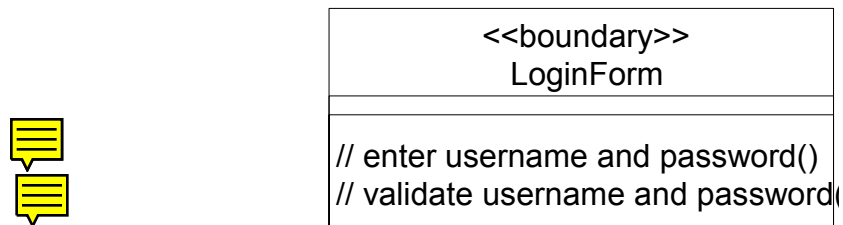


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1.2 Use-Case Realization View of Participating Classes (VOPCs)

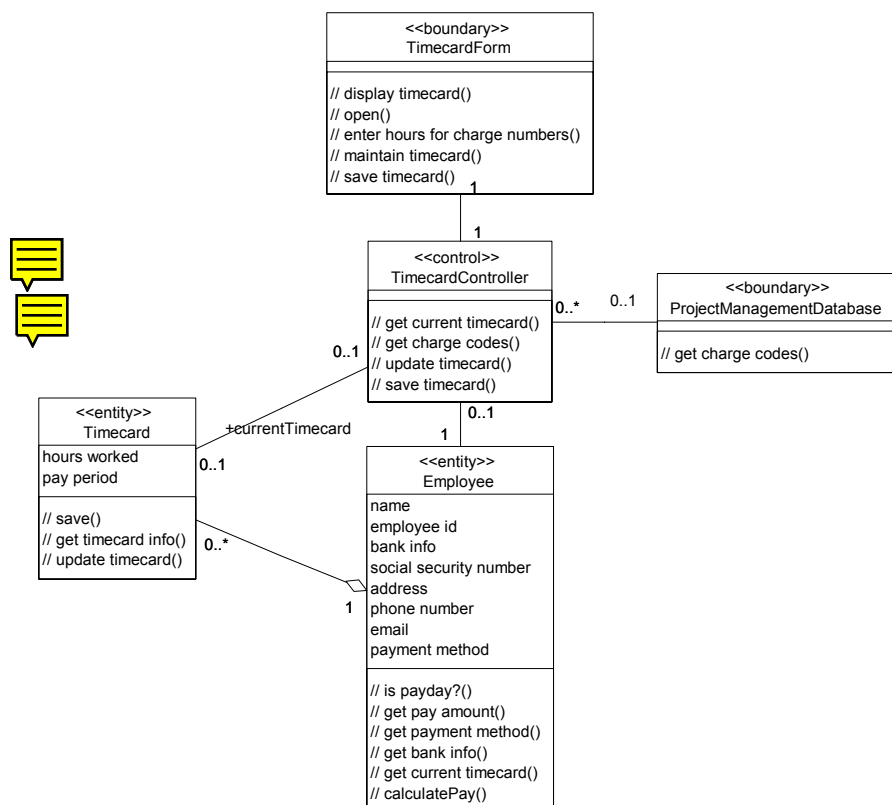
1.2.1 Login

1.2.1.1 Login - VOPC



1.2.2 Maintain Timecard

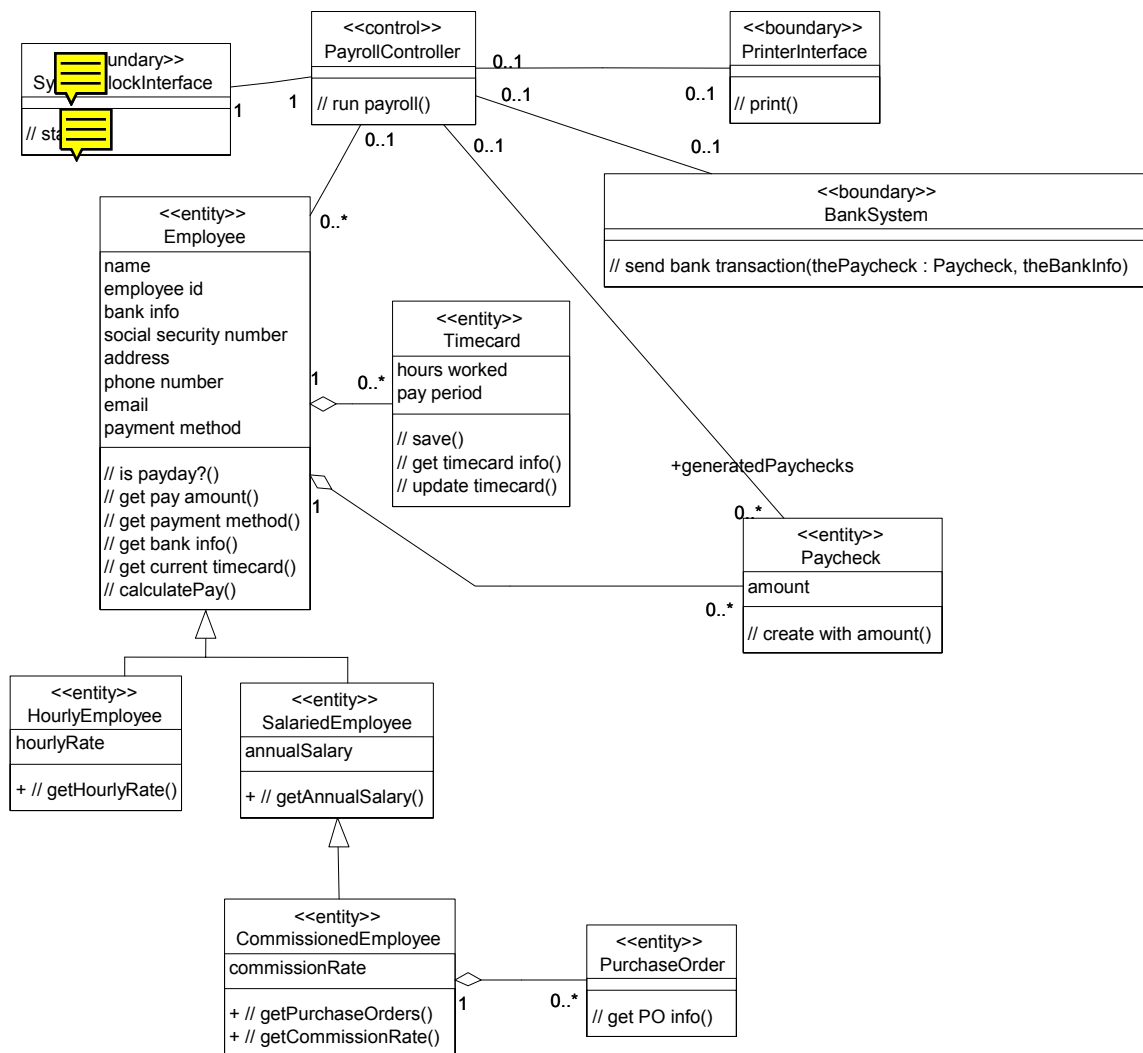
1.2.2.1 Maintain Timecard - VOPC



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1.2.3 Run Payroll

1.2.3.1 Run Payroll - VOPC



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1.3 Analysis-Class-To-Analysis-Mechanism Map

Analysis Class	Analysis Mechanism(s)
BankSystem	Legacy Interface
CommissionedEmployee	Persistency, Security
Employee	Persistency, Security
HourlyEmployee	Persistency, Security
LoginForm	None
Paycheck	Persistency
PayrollController	Distribution
PrinterInterface	None
ProjectManagementDatabase	Legacy Interface
PurchaseOrder	Persistency
SalariedEmployee	Persistency, Security
Timecard	Persistency
TimecardController	Distribution
TimecardForm	None
SystemClockInterface	None

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