College of Arts, Media and Technology
"College for Knowledge workers' Innovation"

LAB 04 : Use case 2

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Objectives of this lab assignment

1. Student will be able to use use case diagram to model the given system
2. Student will be able to reverse the given system to the use case diagram
3. Student will be able to correctly specify the relation between entities in the use case diagram.

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1. Given the following system

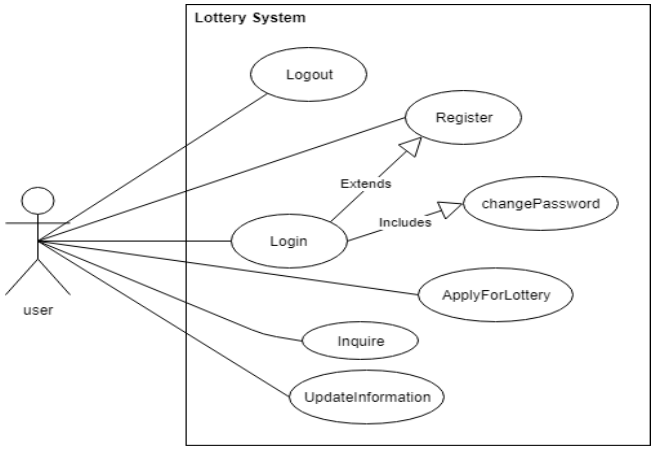
> Any user can login and logout from the system. Before they can use the system, they have to register with the system. After the registration process finishes, they can choose to login to the system immediately or they can login to the system later. For each login session, the user has to change the password (every time). The information update feature can be used after the user finishes the log in process. The user can apply for the lottery in the system. The receipt is an optional for the user to inquire.

1.1 What is the actor of the system? ...User.....

1.2 What is the use cases of the system?

.....Login, Logout, Register, ChangePassword, UpdateInformation, ApplyForLottery, getReceipt.....

1.3 Draw the use case diagram in the program in draw.io.



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2. Given the following system

In a campus housing system, a student can search for the available rental units. The student can make a reservation. The student cannot reserve the unavailable room. Therefore, the student must search for the available room before making reservation. The apartment owner can add the room and delete the room.

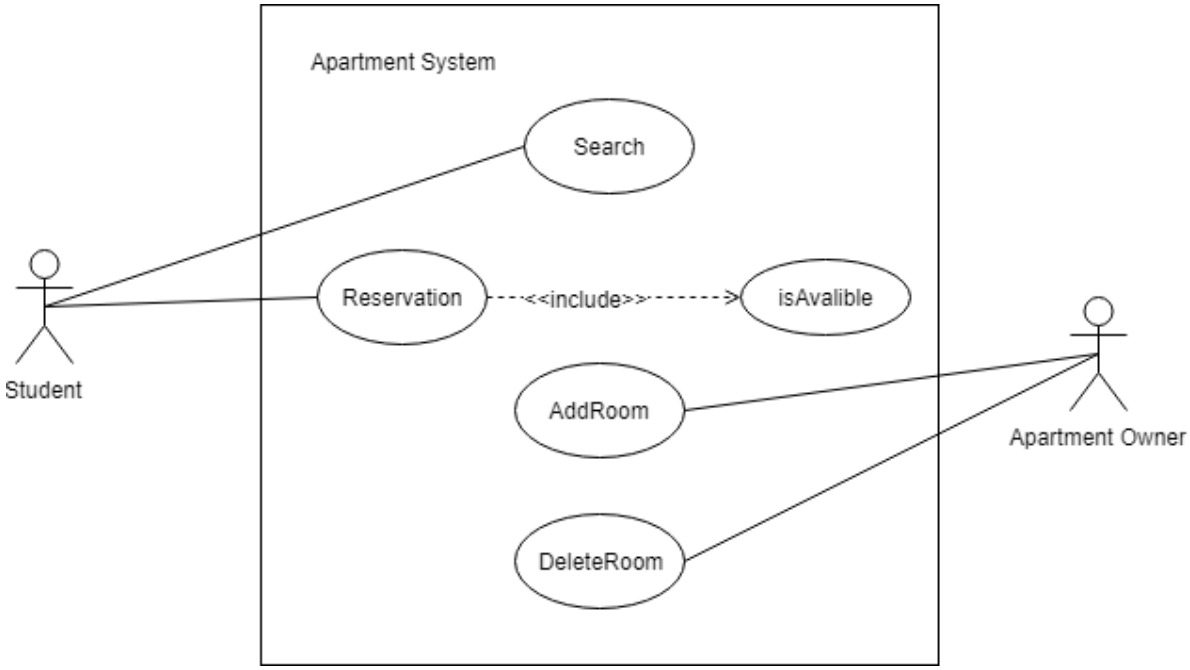
2.1 What is the actor of the system?

……Student, apartment owner……

2.2 What is the use cases of the system?

……Search, Reserve, isAvalible, AddRoom, DeleteRoom……

2.3 Draw the use case diagram in the program in draw.io.



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3. Given the following system

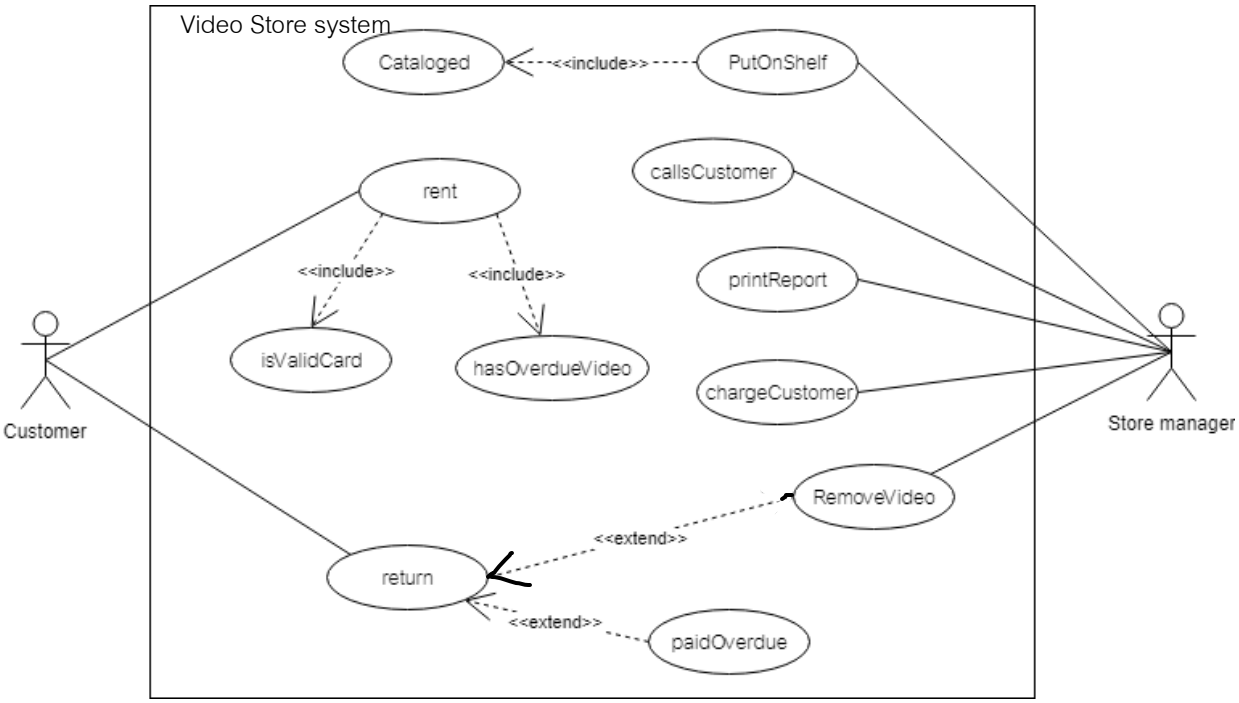
A Video Store (AVS) runs a series of fairly standard video stores. Before a video can be put on the shelf, it must be cataloged and entered into the video database. Every customer must have a valid AVS customer card in order to rent a video. Customers rent videos for three days at a time. Every time a customer rents a video, the system must ensure that he or she does not have any overdue videos. If so, the overdue videos must be returned and an overdue fee paid before customer can rent more videos. Likewise, if the customer has returned overdue videos but has not paid the overdue fee, the fee must be paid before new videos can be rented. Every morning, the store manager prints a report that lists overdue videos. If a video is two or more days overdue, the manager calls the customer to remind him or her to return the video. If a video is returned in damaged condition, the manager removes it from the video database and may sometimes charge the customer

3.1 What is the actor of the system?.....Customers, Store Manager.....

3.1 What is the use cases of the system?

.....PutOnShelf, Cataloged, rent, return, paid, printAreport, calls, remind, charge.....

3.2 Draw the use case diagram in the program in draw.io.



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