

Software Engineering Essentials

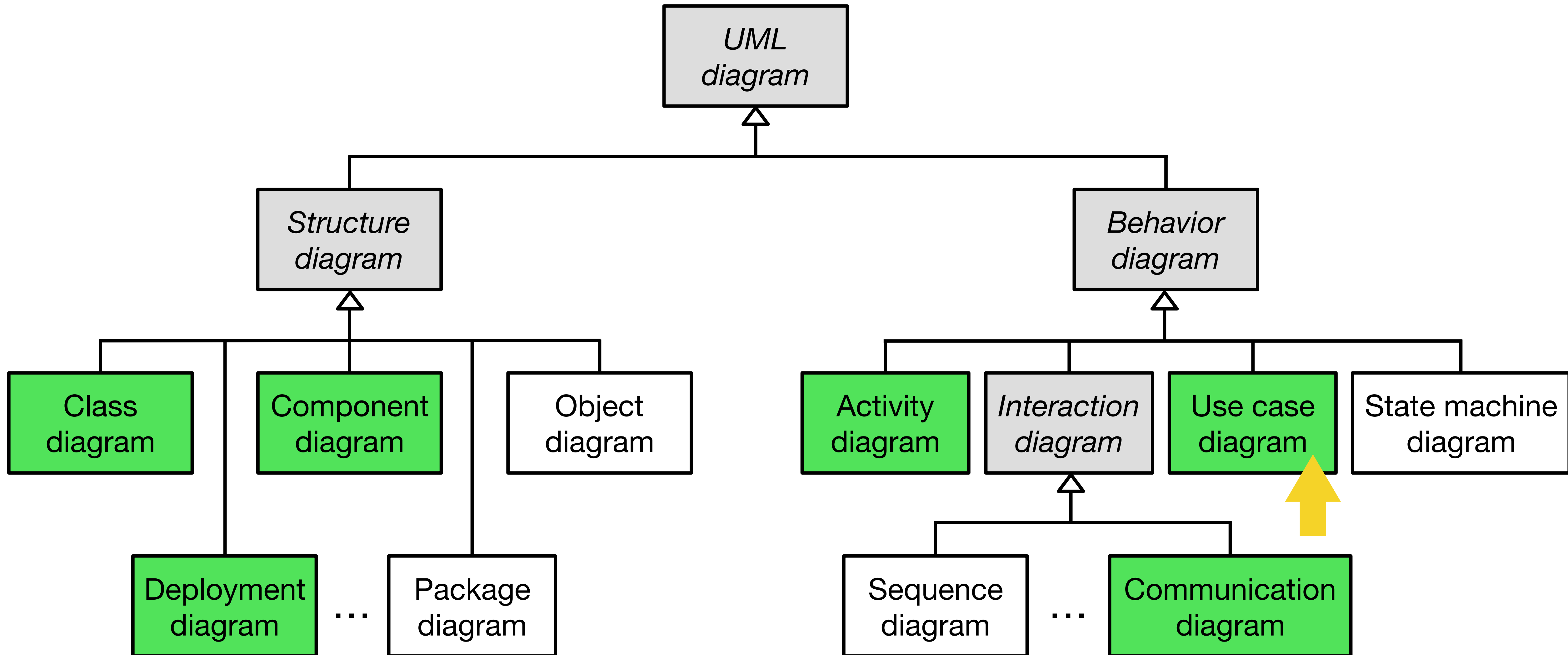


Use Case Diagram

Bernd Bruegge, Stephan Krusche, Andreas Seitz, Jan Knobloch
Chair for Applied Software Engineering — Faculty of Informatics



UML diagrams covered in this course



Purpose of use case diagrams

Use case

- Focuses on a single behavior of the system from an external point of view
- Describes a function provided by the system that yields a visible result for an actor
- Is typically initiated by an actor
- An actor is any external entity that interacts with the system

Use case diagram

- Shows the main use cases, actors and their associations

Textual description of a use case

Similar to a scenario, use cases can be specified textually and consists of:

Name: Description of the use case

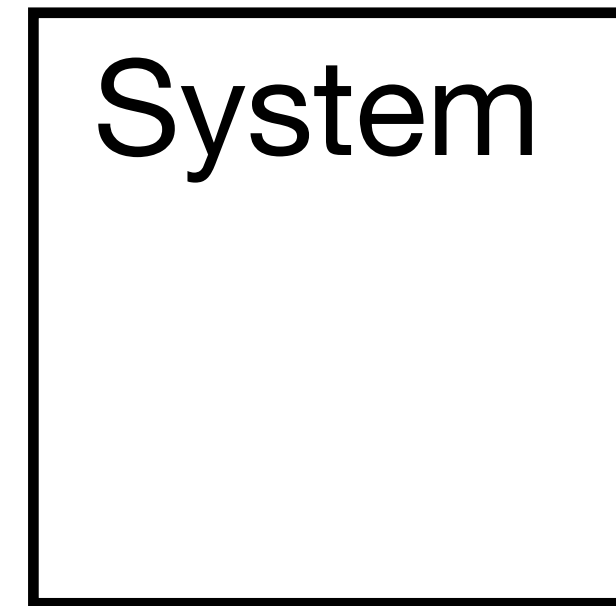
Actors: Users of the system from outside the system boundaries

Entry conditions: Conditions which have to be met at start of the use case

Event flow: The actual event flow of a single use case

Exit conditions: The state of the system after the use case has finished

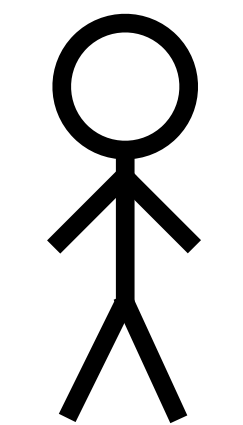
Use case diagram elements



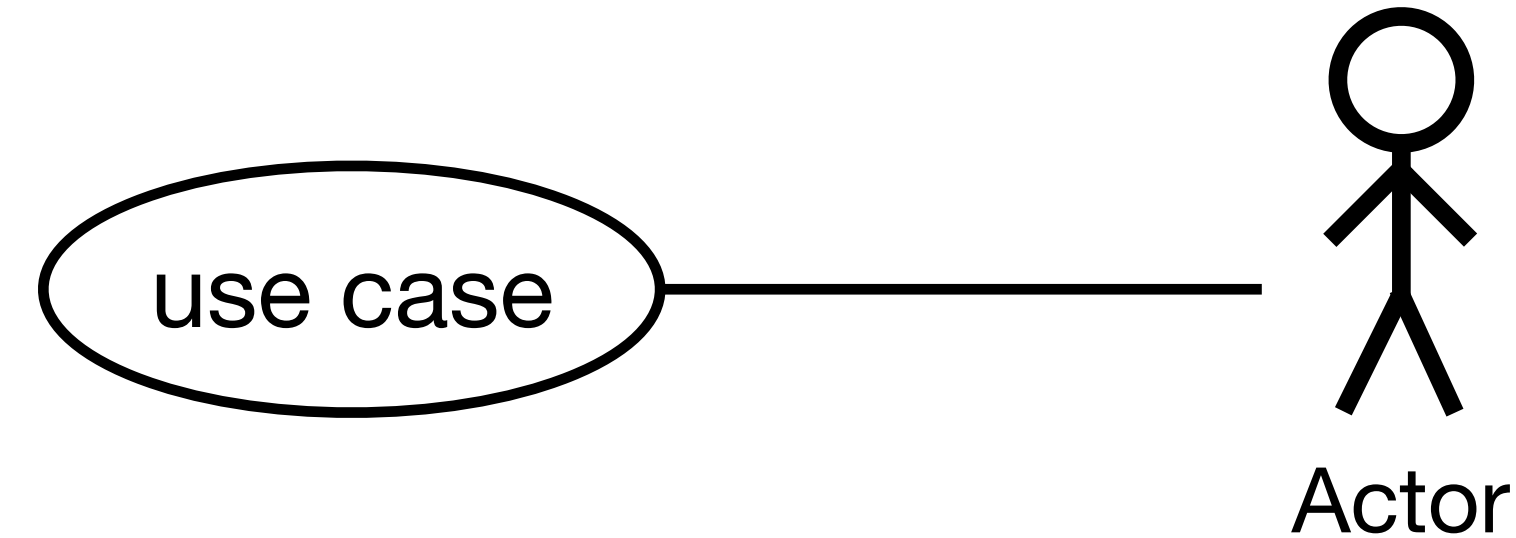
System
boundary



Use case



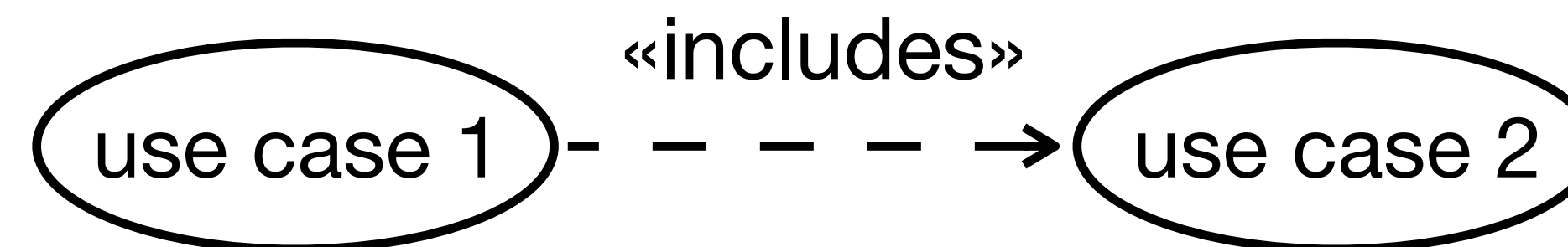
Actor



Association

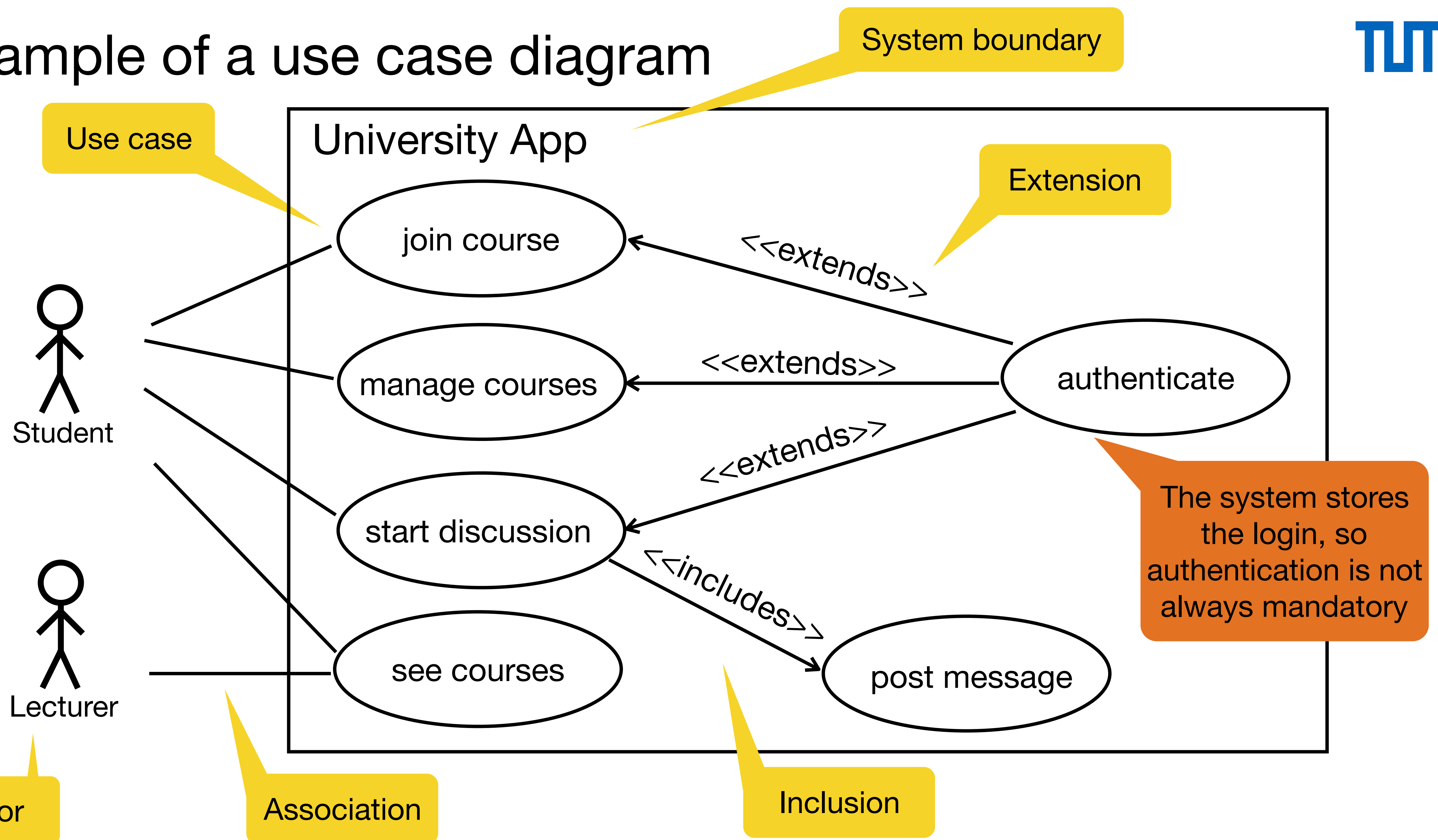


Extension



Inclusion
(reuse)

Example of a use case diagram



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