Use Case Diagrams
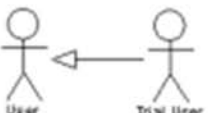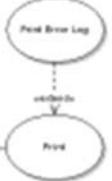
Use case diagrams are a useful, high level communication tool to represent the requirements of the system. The diagram shows the interaction of users and other external entities with the system that is being developed.

Graphical Elements

Entity	Description
Actor	Actors represent external entities in the system and can be human, hardware or other systems. Actors are drawn using a stick figure. Generalization relationships can be used to represent more specific types of actors, as in the example.
Use Case	A use case represents a unit of functionality that can interact with external actors or related to other use cases. Use cases are represented with a ellipse with the use case name inside.
Boundary	Use cases are contained within a system boundary, which is depicted using a simple rectangle. External entities must not be placed within the system boundary

Graphical Elements

Notation	Description
Includes	Illustrates that a base use case may include another, which implies that the included use case behavior is inserted into the behavior of the base use case.
Extends	Illustrates that a particular use case provides additional functionality to the base use case, in some alternative flows. This can be read to mean that it's not required to complete the goal of the base use case.
Generalization	Used when there is a common use case that provides basic functionality that can be used by a more specialized use case.