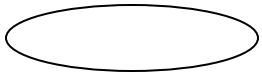
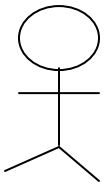
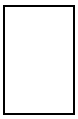
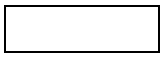
II. USE CASE DIAGRAM

- Interaction between user and system
- Capture the user needs and system responsibilities
- It is a type of behavioral diagrams

SYMBOLS

1. Use case : 

2. Actor : 

3. Boundary :  **OR** 

4. Connection :

5. Includes : <<includes>>

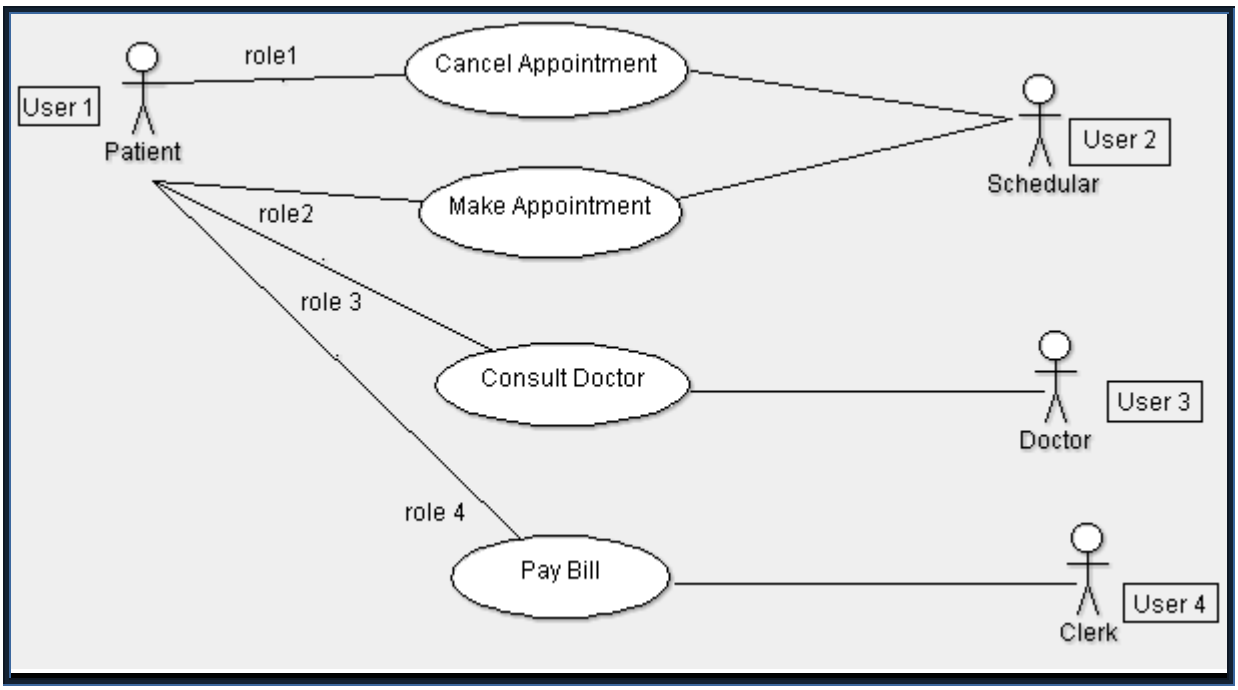
6. Excludes : <<excludes>>

COMPONENTS:

1. **Actor**
   - External entity (placed outside of system boundary)
   - It is mainly used to **call the use cases**

- Actor can be anything **(e.g: software, hardware or machine)** but it must interacts with system
- An actor is a role not a specific user. It represents only category of a user.
- One user may play many roles and an actor may represent many users

Ex:



2. Connection / Association

- An association between an actor and a use case
- It depicts a usage relationship
- It does not indicate a data flow

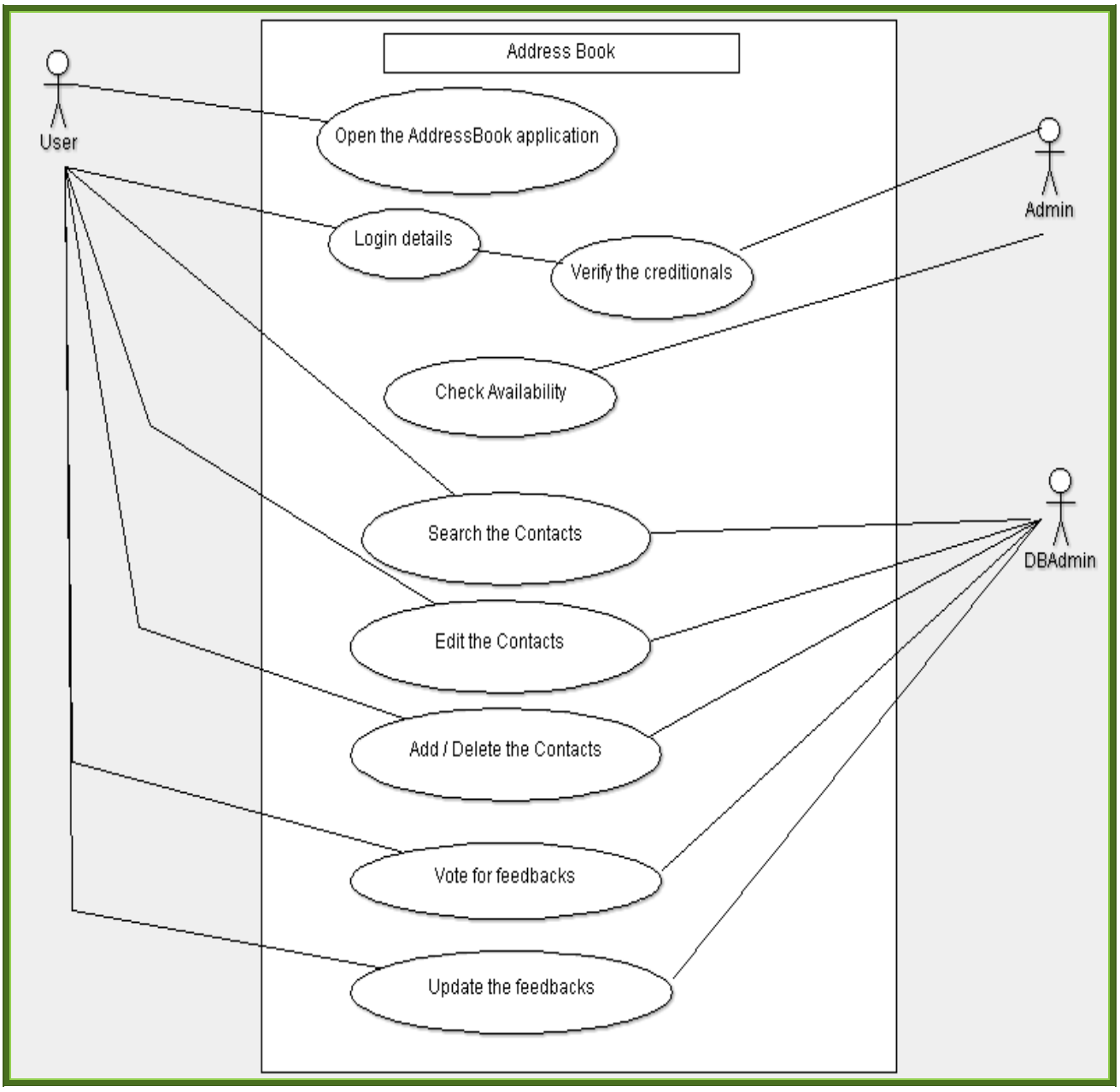
3. Use Case

- It captures the user requirements
- Use cases can be related to each other
- Use cases are main tasks performed by the user of a system

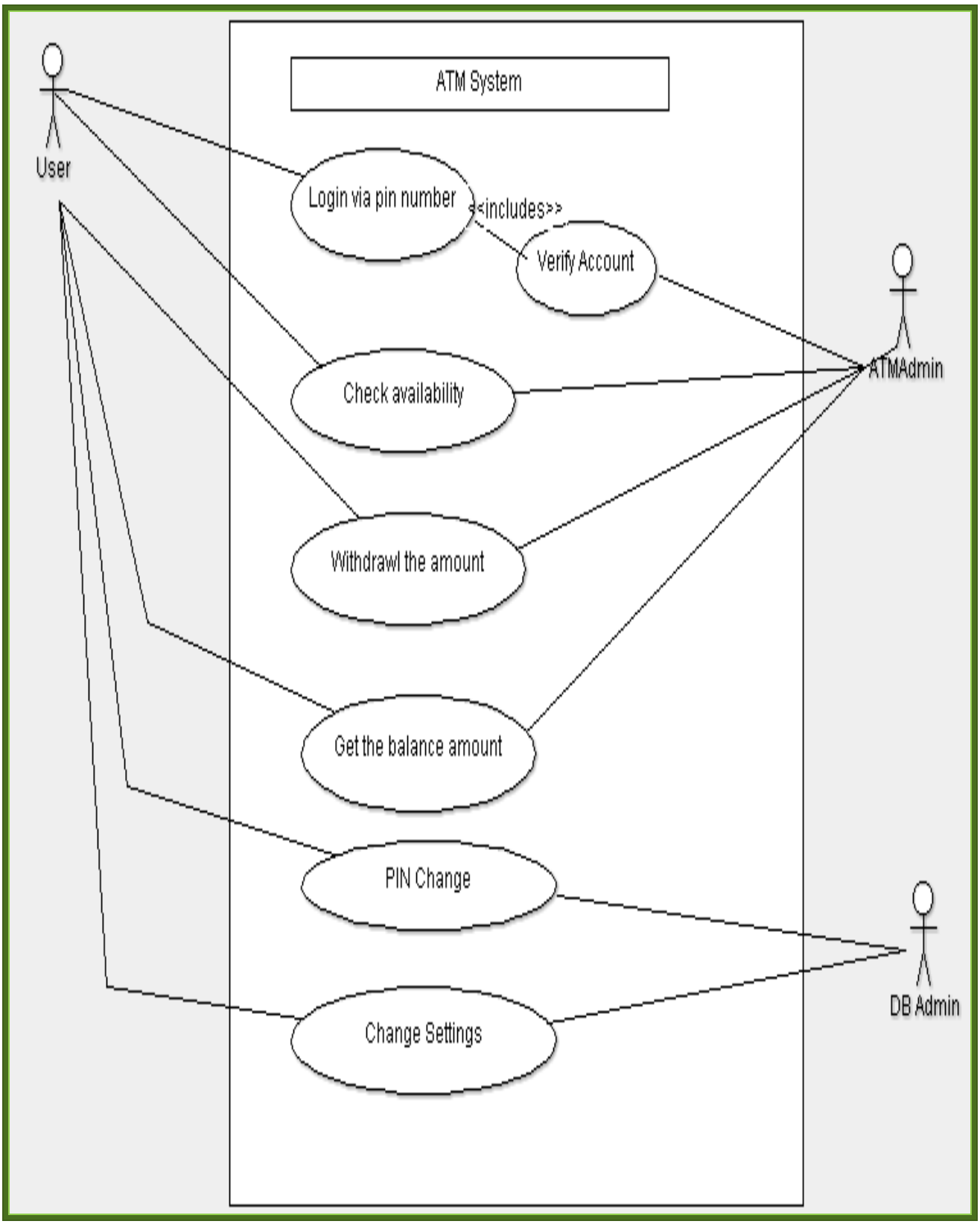
- It represents the complete functionality of a task
- Use case is placed inside the system
- It may need a sequence of individual steps to carry out the use cases

II. EXAMPLES OF USE CASE DIAGRAM

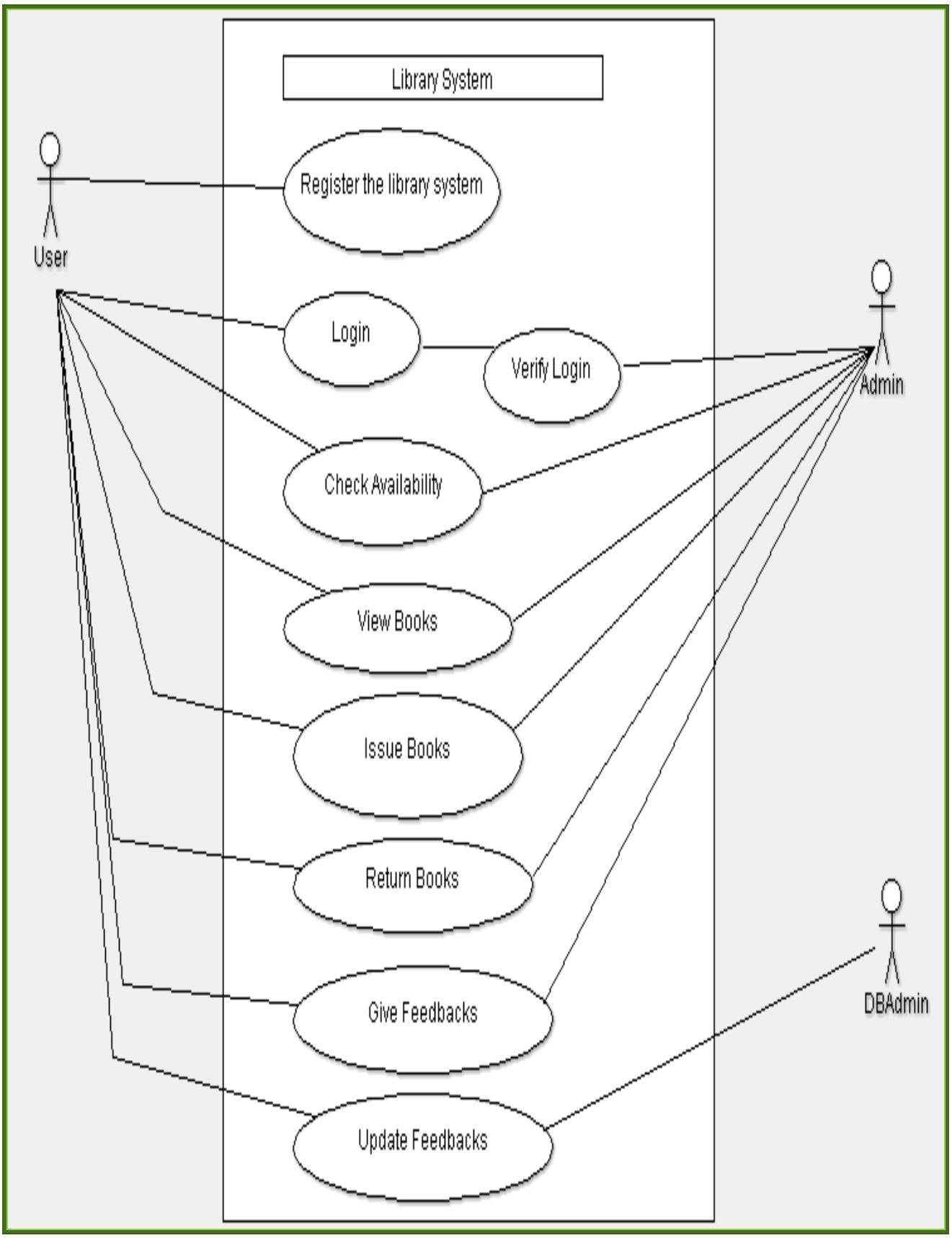
1. ADDRESS BOOK:



2. ATM SYSTEM:


ATM System
User
Login via pin number
<<includes>>
Verify Account
ATMAdmin
Check availability
Withdrawl the amount
Get the balance amount
PIN Change
DB Admin
Change Settings

3. LIBRARY SYSTEM:



4. DICTIONARY SYSTEM: