

Last Updated: 2/21/15

Topic Name: UML Use Case

Brief Description:

This week I looked at a couple of the UML diagrams and refreshed on a couple of them. I used the links that were provided on I-Learn to study up on them and I have a couple that I've done to show how they are used in a practical example of software design. The Use Case is essentially a system that describes other systems or "cases" that are involved in my example of a program. There are two key subjects in a Use Case diagram: Actors and Use Cases. Actors are anything that will have interactions with the program such as a person or even a database. The Use Cases are simply everything that the user can **see**, **touch**, or **change** in the program. These will mostly just be buttons in my example, as well as the canvas area of the screen.

Teaching Examples:

None

Files to View:

Use Case - Turtle One And Six.pdf