XSEDE <area name: e. g. High Performance Computing> Use Cases

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Version <0.1>



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# Document History

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| --- | --- | --- | --- | --- |
|  | Version | Date | Changes | Author |
| First use case draft | 0.1 | 09/09/2012 | Document created | Sanielevici |
| Draft 2 use cases based on feedback | 0.2 | 10/05/2012 | List of 4 use cases; glossary; draft development of first 2 use cases | Sanielevici |
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# Document Scope

This document is both a user-facing document (publically accessible) and an internal working document intended to define user needs and use cases that fall under the general umbrella of Campus Bridging within the overall activities of XSEDE. The definition of use cases is based on a template from Malan and Bredemeyer[[1]](#footnote-1). In general it is in keeping with the approaches and philosophy outlined in “Software architecture in practice.”[[2]](#footnote-2)

This document is one component of a process that generates at least the following documents, some of which are user-facing, some are as of now intended to be internal working documents:

* ***This document*** - A description of use cases [User facing]
* A binary mapping of use cases to Requirements in DOORS (a binary mapping – for each use case a “yes” or “no” flag indicating whether a particular requirement within the full list of requirements is or is not required to enable a particular use case
* A set of level 3 decomposition documents, which include:
  + Quality Attributes descriptions
  + Connections diagram in UML

The use cases are presented here using the following format, derived from the Malan and Bredemeyer white paper1 as follows:

|  |  |
| --- | --- |
| Use Case | Use case identifier and reference number and modification history |
| *Description* | Goal to be achieved by use case and sources for requirement |
| *References* | References and citations relevant to use case |
| *Actors* | List of actors involved in use case |
| *Prerequisites (Dependencies) & Assumptions* | Conditions that must be true for use case to be possible  Conditions that must be true for use case to terminate successfully |
| *Steps* | Interactions between actors and system that are necessary to achieve goal |
| *Variations (optional)* | Any variations in the steps of a use case |
| *Quality Attributes* |  |
| *Non-functional (optional)* | List of non-functional requirements that the use case must meet |
| *Issues* | List of issues that remain to be resolved |

# Glossary

<define your terms>

# <Name of your use cases e.g. High Performance Computing Use Cases>

<using the template table above draft your use cases>



Use Case Diagram: A graphical representation of the use case.

1. Malan, R., and D. Bredemeyer. 2001. Functional requirements and use cases. *www.bredemeyer.com/pdf\_files/functreq.pdf* [↑](#footnote-ref-1)
2. Bass, L., P Paul Clements, and Rick Kazman [↑](#footnote-ref-2)