Mobile banking application

Use-Case Model

Version <1.0>

Revision History

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| --- | --- | --- | --- |
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# Use-Cases Identification

Actors: Client, Server

**Use case: Create and set-up a new account.**

**Level: user-goal level**

**Primary actor: Client**

**Main success scenario: The client successfully creates a user account on the application and is able connect its bank accounts to it.**

**Extensions: user already exists**

**Use case: Login.**

**Level: user-goal level**

**Primary actor: Client, Server**

**Main success scenario: The log in is successful.**

**Extensions: wrong username or password**

**Use case: View information about a banking account.**

**Level: user-goal level**

**Primary actor: Client**

**Main success scenario: The user can see any information about his accounts.**

**Extensions:**

# UML Use-Case Diagrams

