Use Case Notes

A use case is a sequence of actions that provide value to an actor. Use cases describe the way actors interact with the system. High-level implementation decisions are included in use cases. In a use case a scenario is related to a common user goal expressed in a step-by-step format. To create a use case, start with informal scenarios and group them by common user goals. Actors then need to be identified; an actor is a role that a user play. Then describe the basic path of the use case when everything is going right, and any additional scenarios know as alternative paths. Use case are beneficial because they guide analysis and design, validate models, and help form requirement statements.

To create my use case diagram, I started with a list of the actors involved in the system and use cases. I used starUML to create the diagram. Every actor is symbolized with a stick figure. The system is the large rectangle that encompasses the use cases. I then added every use case inside of an oval. A line is drawn between each use case and the actors that would complete the use case.