The Use Case model is a catalogue of system functionality described using UML Use Cases. Each Use Case represents a single, repeatable interaction that a user or "actor" experiences when using the system.

A Use Case typically includes one or more "scenarios" which describe the interactions that go on between the Actor and the System, and documents the results and exceptions that occur from the user's perspective.

Use Cases may include other Use Cases as part of a larger pattern of interaction and may also be extended by other use cases to handle exceptional conditions

Read about Use Case Modeling

Read about Actors

View Further Examples
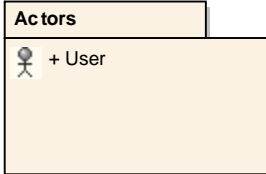
Actors

♟ + User

Actors are the users of the system being modeled. Each Actor will have a well-defined role, and in the context of that role have useful interactions with the system.
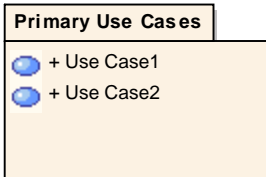
A person may perform the role of more than one Actor, although they will only assume one role during one use case interaction.

An Actor role may be performed by a non-human system, such as another computer program.

Primary Use Cases

+ Use Case1
+ Use Case2

This package contains use cases which define how an Actor will interact with the proposed system.

Each interaction may be specified using scenarios, sequence diagrams, communication diagrams and other dynamic diagrams or textual descriptions which together how the system when viewed as a "black-box" interacts with a user.

Register User Account

Login/Logout

View Menu

Select Food

Add Food

Manage Order

Customer

Admin

Pay Order

Update Menu

Receive Order
Confirmation

Issuing Receipt

View Receipt