

Foundations of Software Engineering

Introduction to **Use Cases**

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Wednesday, April 6, 2011

Use Cases

Capture
functional requirements

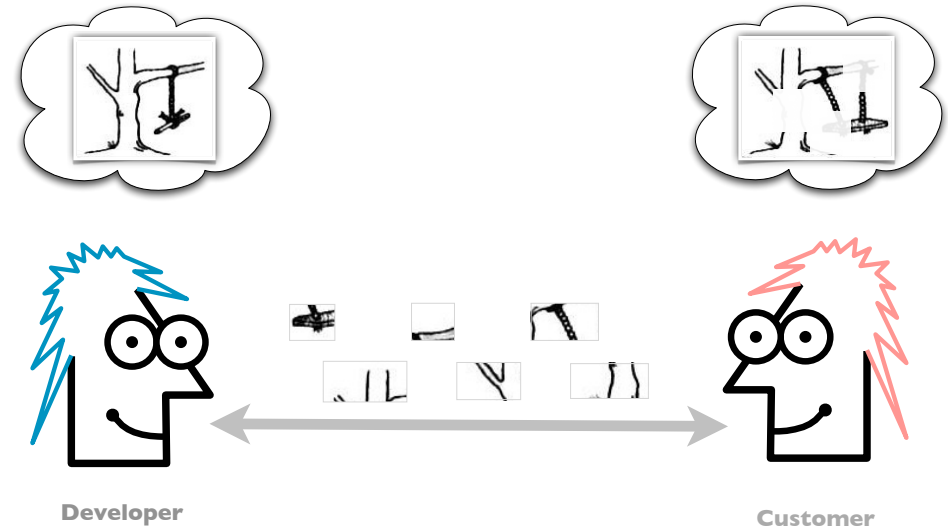
by describing **users**
interactions with the system

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Why **Requirements Engineering** ?



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Concepts

Actor

A **role** played by a user
with respect to the system

Same actor
different persons



ophir.wordpress.com/2009/05/

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Concepts

Actor

A **role** played by a user
with respect to the system

Same person
different actors



ophir.wordpress.com/2009/05/

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Concepts

Actor

A **role** played by a user
with respect to the system

External to the system



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Concepts

Actor

A **role** played by a user
with respect to the system

Interacts with
the system



<http://histechreport.com/>

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Concepts

Actor

A **role** played by a user
with respect to the system

It can be an **external**
system



<http://www.socialsignal.com>

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Concepts

Scenario

A sequence of interactions between an actor and the system



Customer

1. Customer selects the books
2. System asks for delivery address
3. Customer provides this information
4. Systems asks for credit card data
5. Customer gives this information
6. System validates the credit card via VISA services
7. System informs delivery department

Online
Book
Store

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Concepts

Use Case

Main success scenario

1. Customer selects the books
2. System asks for delivery address
3. Customer provides this information
4. System asks for credit card data
5. Customer gives this information
6. System validates the credit card via VISA services
7. System informs delivery department

Extension

In 6 validation fails

1. Customer reenters card infos (then back to 6) or cancels

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Concepts

Use Case

set of scenarios

tied together by a common

goal of an actor

A use case is not an interaction step !

Main success scenario

1. Customer selects the books
2. System asks for delivery address
3. Customer provides this information
4. System asks for credit card data
5. Customer gives this information
6. System validates the credit card via VISA services
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Extension

- In 6 validation fails
1. Customer reenters card infos (then back to 6) or cancels

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Concepts

Use Case

set of scenarios

tied together by a common

goal of an actor

Use case description

Buy books

Primary actor: Customer

Secondary actors: Delivery department, VISA validation system

...

Main success scenario

1. Customer selects the books
2. System asks for delivery address
3. Customer provides this information
4. System asks for credit card data
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6. System validates the credit card via VISA services
7. System informs delivery department

Extension

- In 6 validation fails
1. Customer reenters card infos (then back to 6) or cancels

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Use Case Diagram

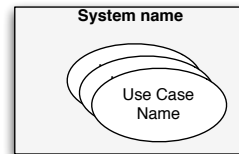
A model of the system capturing its **external behavior**



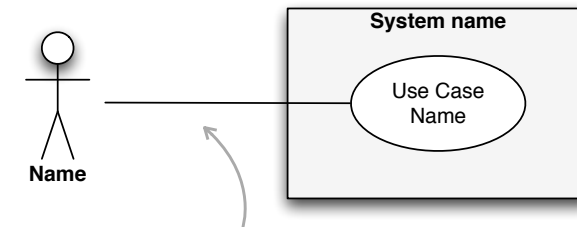
Usually a noun



Usually a verb + noun

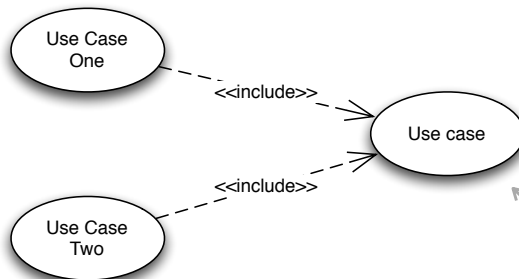


Use Case Diagram Association



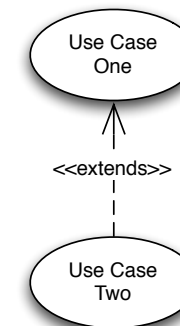
The actor is involved in the use case

Use Case Diagram Include

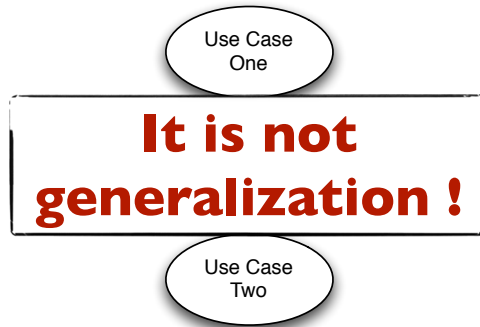


Factors out common interaction steps

Use Case Diagram Extends



Use Case Diagram Extends



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Tips

Identifying **actors**

NOT part of the system

Good questions

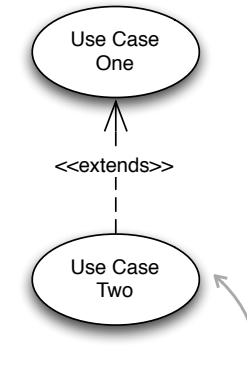
- Who obtains information from this system ?
- Who provides information to the system ?
- What other systems interact with this system ?
- Where does the system get information ?

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Use Case Diagram Extends



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Tips

Identifying **use cases**

satisfy a **goal** of an actor

Good questions

- What are users in this role trying to accomplish ?
- What does this actor need to be able to do ?
- What this actor need to be informed of by the system?

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Let us model an **ATM**