

Foundations of Software Engineering  
**Introduction to Use Cases**

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Wednesday, April 6, 2011

**Use Cases**

Capture  
**functional requirements**

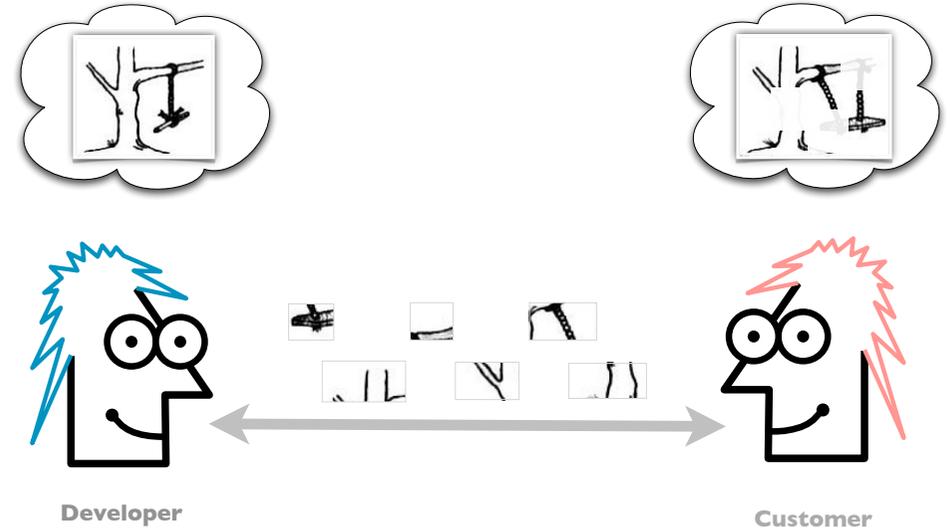
by describing **users**  
**interactions** with the system

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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/](http://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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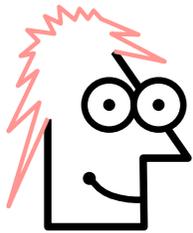
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# Concepts

## 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



# 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

# 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
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### Extension

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

# 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
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

# UML

## Use Case Diagram

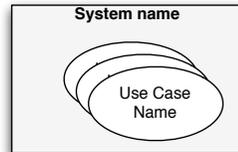
A model of the system capturing its **external behavior**



Usually a noun

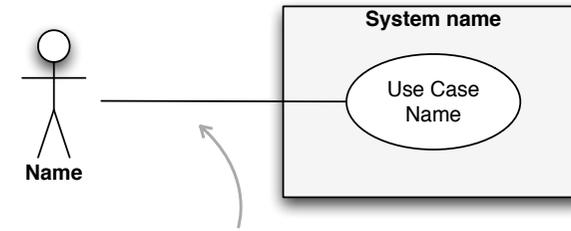


Usually a verb + noun



# UML

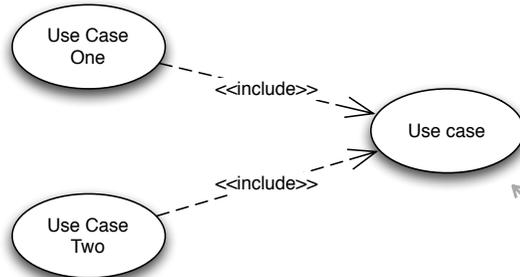
## Use Case Diagram Association



The actor is involved in the use case

# UML

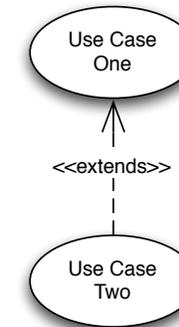
## Use Case Diagram Include



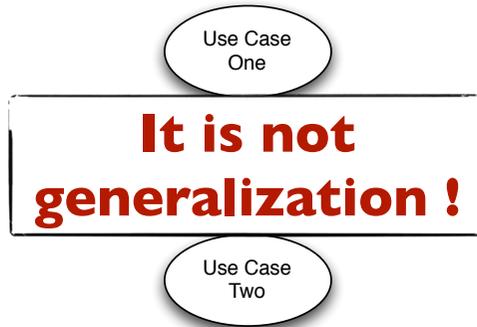
Factors out common interaction steps

# UML

## Use Case Diagram Extends



## Use Case Diagram Extends



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## Tips

### Identifying **actors**

**NOT** part of the system

#### Good questions

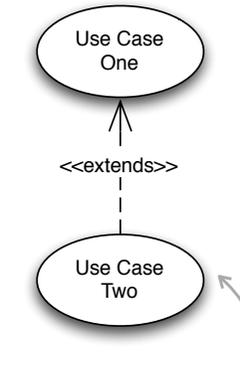
- Who obtains information from this system ?
- Who provides information to the system ?
- What other systems interact with this system ?
- Where does the system get information ?

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## Use Case Diagram Extends



Steps inserted in the extended scenario in some circumstances

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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**