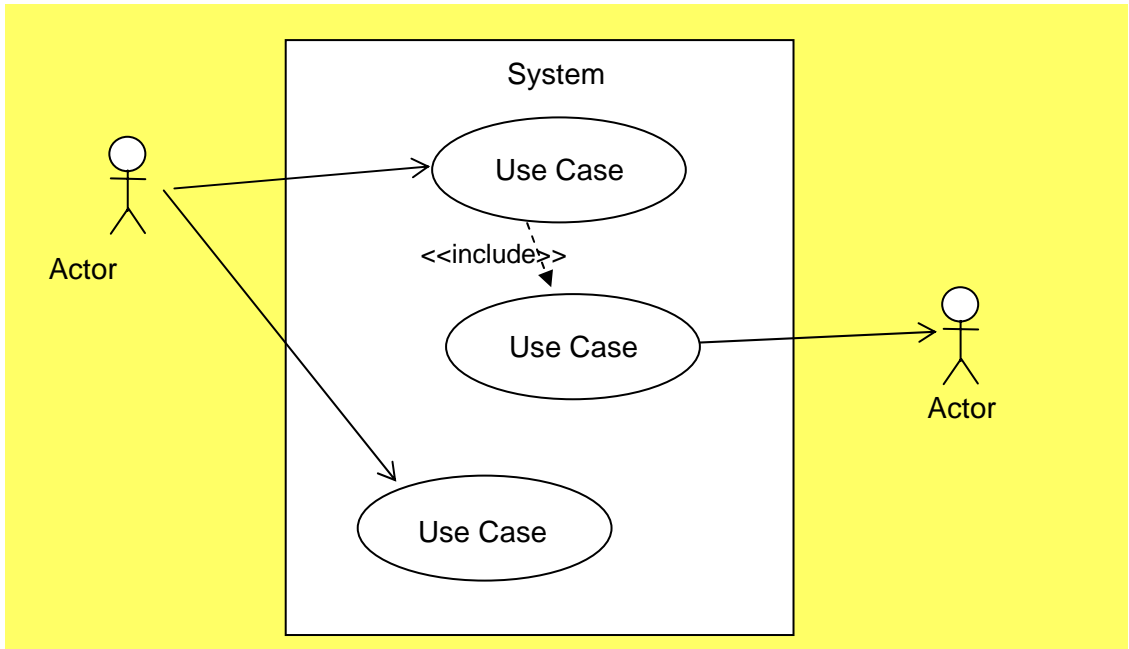


Use Case Diagram



Use Case Diagram

Use Cases and Use Case Diagrams

- ♦ A *use case* defines a goal-oriented set of interactions between external actors and the system under consideration.
- ♦ A use case diagram shows the actors and use cases in a system.

Purpose of Use Case Diagrams

- ♦ Provide a graphical way to summarize the functionality of the system, to facilitate communication with stakeholders including customers and developers.

Guidelines for creating a Use Case Diagram

- ♦ *Identify Actors.* Actors are parties outside the system that interact with the system. An actor may be a class of users, roles users can play, or other systems.
- ♦ *Identify Use Cases.* Name the use cases in the system, and show graphically which actors are involved in each use case.
- ♦ Stay at the same level of abstraction. (You can other use case diagrams to show use cases at lower levels of abstraction.)

Guidelines for creating a Use Case Diagram for System Scope

- ♦ Go through the goals and extract all high-level goals relevant to achieving the value proposition for each stakeholder group
- ♦ Summarize the functionality goals in a Use Case Diagram (goal names are the high-level use case names) for each system

Uses of Use Case Diagram Information

Use Case Diagrams are useful in:

1. Capturing system scope, by identifying what (top-level) use cases will be supported by the system
2. Showing in graphical summary form what functionality the system will support, and how the use cases relate to one another (showing uses and extends)

Uses of System Scope Information

- ♦ Ensure that all necessary system interfaces are designed during system structuring (Pass 3: Conceptual Architecture and Pass 4: Logical Architecture).
- ♦ Identify and manage dependencies among systems.
- ♦ Help resolve conflicts/avoid feature-creep and functionality explosion. Help keep architecture team pragmatic about what the architecture should support.