

Use Case Diagrams

Use Case Diagrams

- *Use Case*: "... a typical interaction between a user and a computer system",
 - Here, "user" is anything that needs or invokes the functionality of the system
 - "Computer system" is the system being modeled
- Use cases capture how the system will benefit to the user
- Use Case Diagrams provide a visual way to document user goals and explore possible functionality

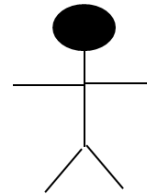
Use Case Diagrams

- **Three primary modeling components:**
 - **Actors**
 - **Use Cases**
 - **System Boundary**
 - **Relationship between use cases**

Use Case Diagrams

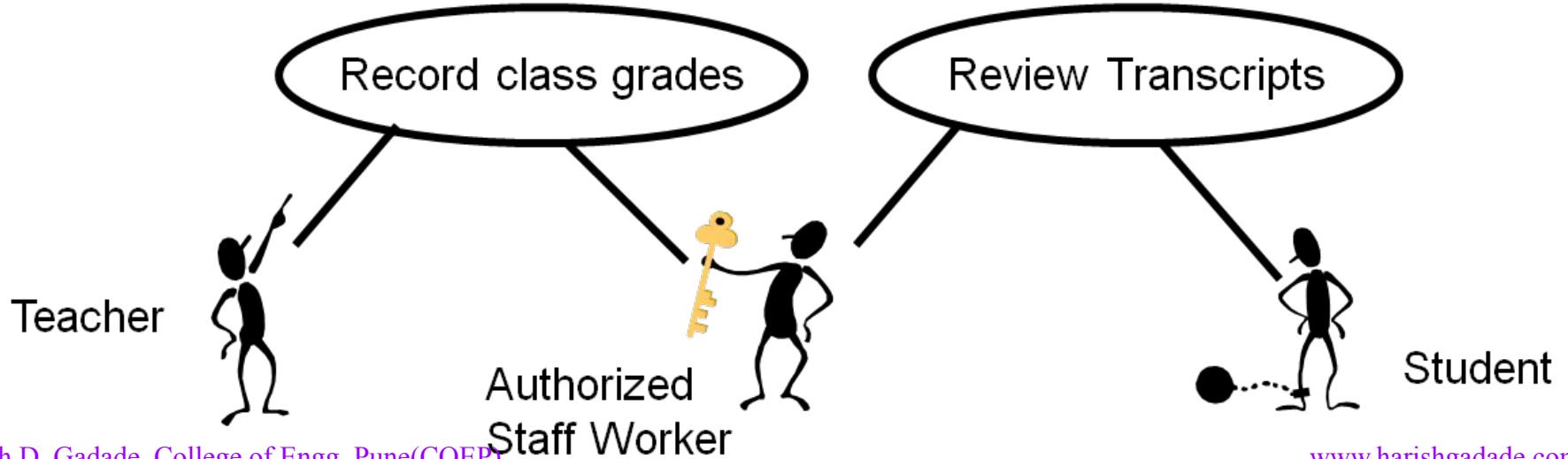
- **Actors:**

- Actors are people or external systems that need to interact with our system
- It can be human or automated system
- Actors are not part of the system



Use Case Diagrams

- Use cases:
 - Use cases are sequence of actions that the user takes on a system to get particular target.
 - Use case is the dialog between an actor and the systems



Use Case Diagrams

- **System Boundary:**
 - It helps to identify what is external versus internal, and what the responsibilities of the system are
 - External environment is represented by actors only.



Use Case Diagrams

- Relationships
 - It is an association between use case and actor
 - Association
 - Extend
 - Generalization
 - Uses
 - Includes

Use Case Diagrams

- Relationships

Association



Extend



Generalization



User

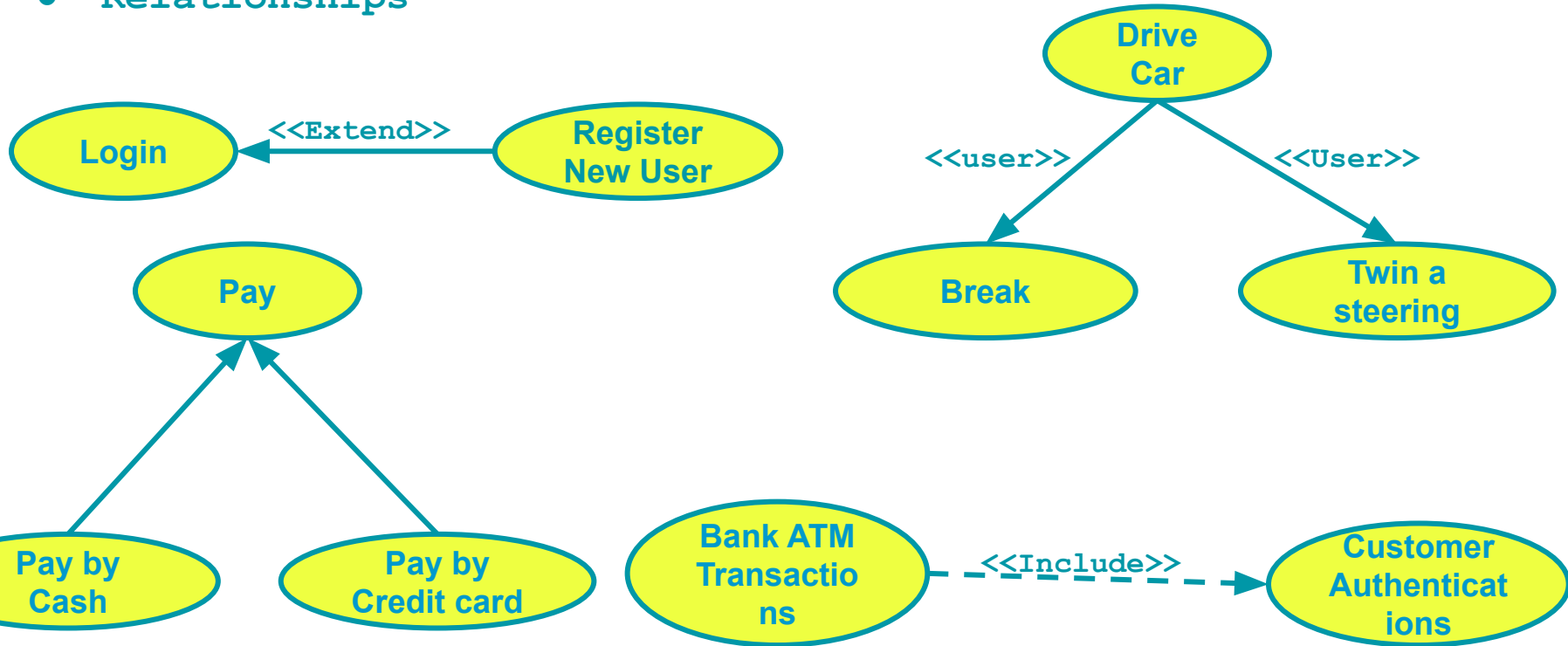


Include



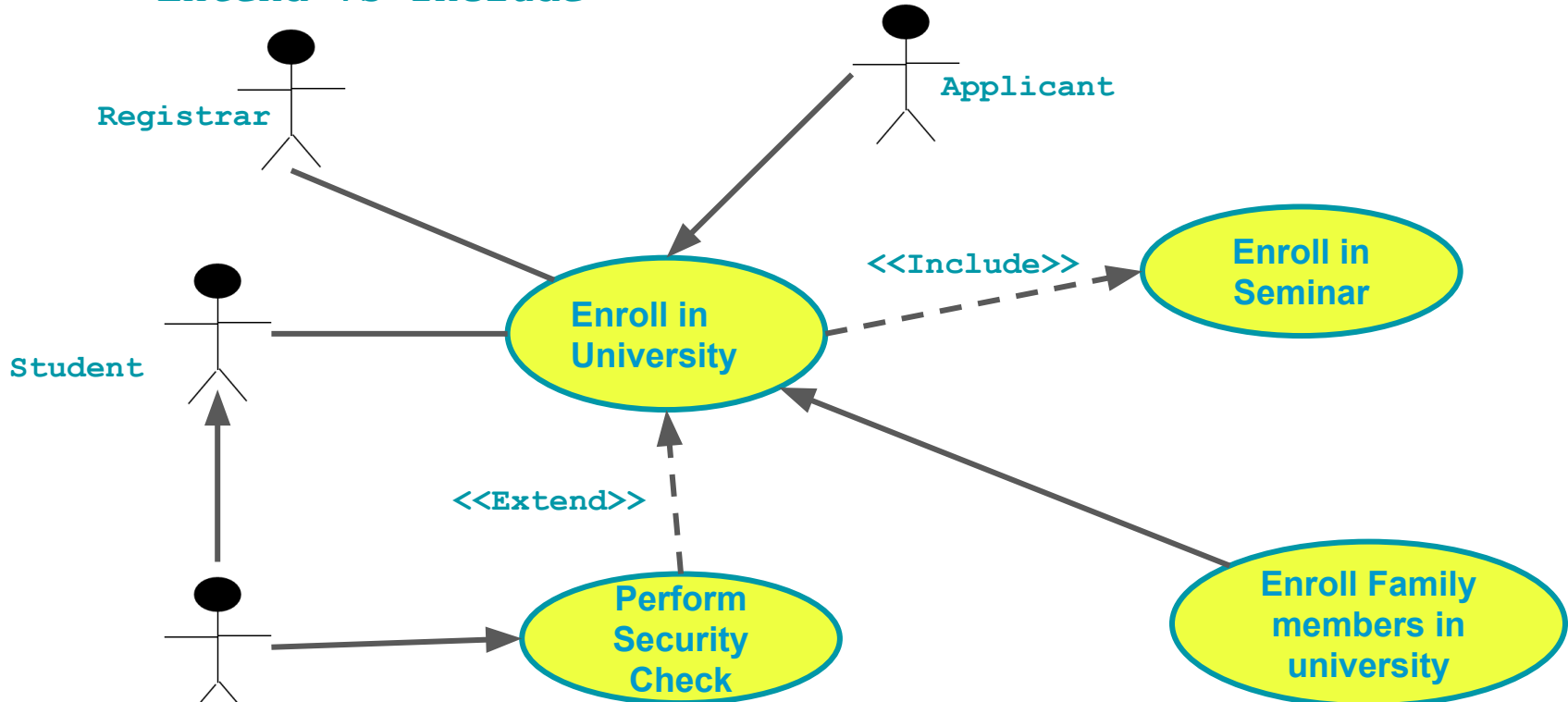
Use Case Diagrams

- Relationships



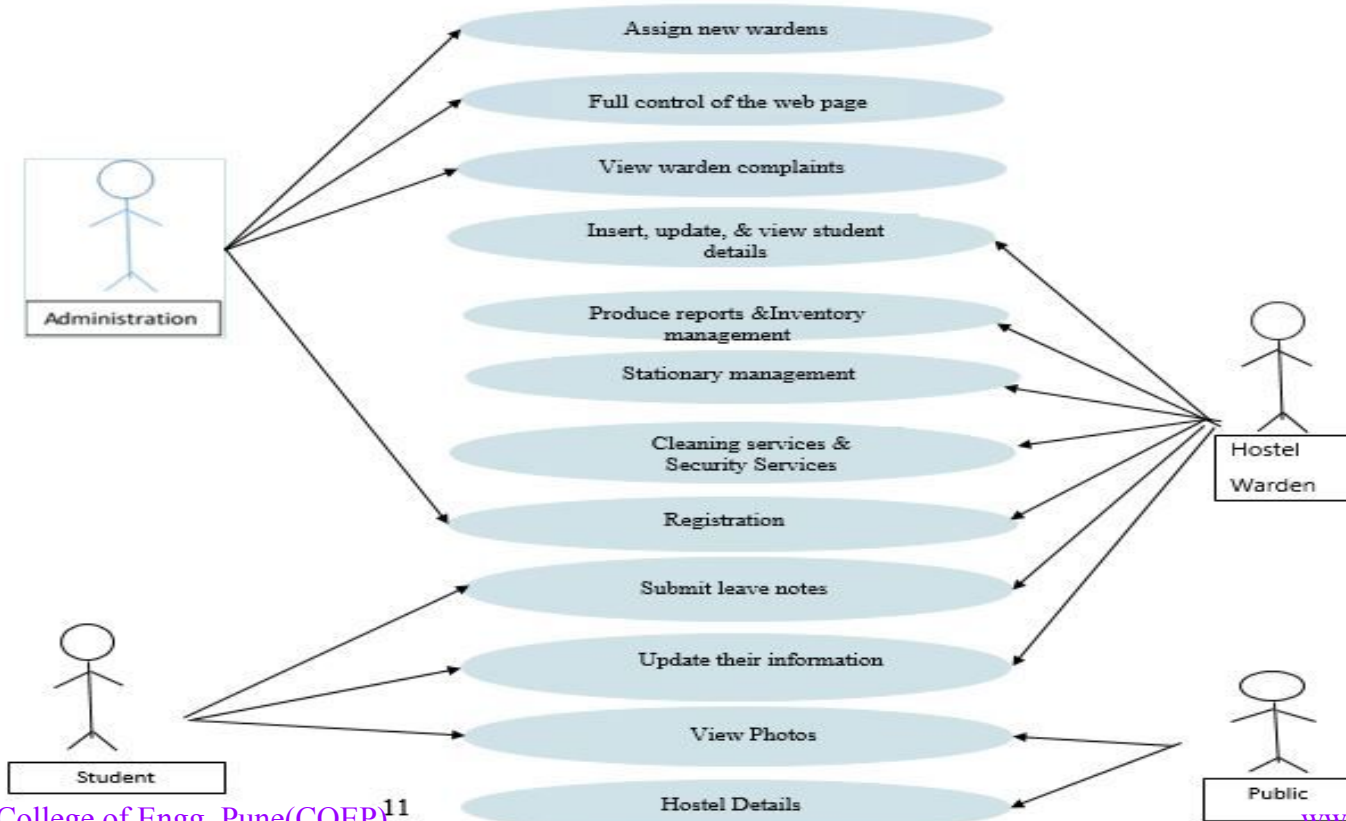
Use Case Diagrams

- Extend Vs Include



Use Case Diagrams

- Hostel Management System



Use Case Diagrams

- Hotel Management System

