

Introduction to Use Cases

CDT722

This course leads students through the process of gathering requirements and documenting those requirements using Use Cases. Although Use Cases are often associated with Object Oriented technology, this course does not involve implementation of use cases in any particular programming language or approach.

Audience

- This class is intended for anyone who will be involved in gathering requirements for a software development project, including managers, analysts, team leaders, developers, end users or supervisors, etc.

Prerequisites

- Students must have knowledge and experience with software development projects.
- No knowledge of programming is required.

Learning Objectives

- Effective development of Use Case diagrams and descriptions for object-oriented analysis and design.

Teaching Methods

- Lecture
- Written exercises
- Integrated case studies

Course Length

- One day
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Course Outline

SG5

Getting Started

- Defining Requirements
- Use Cases

Actors

- Identifying Actors
- Identifying Actor Types

Use Cases

- Finding Use Cases
- Describing Use Cases
- The Iterative Software Process

Develop Base Use Case Descriptions

- The Use Case Description
- The Flow Steps

Elaborating Use Case Descriptions

- Alternative Flows
- Conditional and Iterative Logic
- Activity Diagrams Versus Detailed Text

Relating Use Cases

- Extend Relationships
- Include Relationships
- Generalization Relationships

Other Requirements

- Priority and Difficulty
- Non-behavioral Requirements
- Interface Analysis
- Business Procedures and Rules

Scenarios

- Use Case Instances
- Use Case Instance Description
- The Bottom-Up Approach