### UML Core Conventions

- Rectangles are classes or instances
- Ovals are functions or use cases
- Instances are denoted with an underlined names
  - \* myWatch:SimpleWatch
  - \* joe:Firefighter

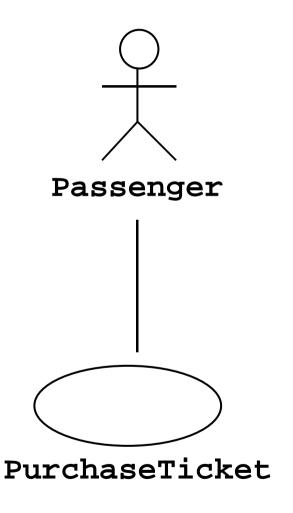
Types are denoted with nonunderlined names

- SimpleWatch
- ◆ Firefighter

Diagrams are graphs

- Nodes are entities
- Arcs are relationships between entities

# UML Second Pass: Use Case Diagrams



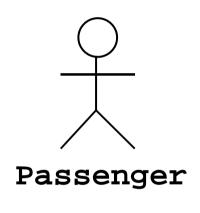
Used during requirements elicitation to represent external behavior

Actors represent roles, that is, a type of user of the system

*Use cases* represent a sequence of interaction for a type of functionality

The use case model is the set of all use cases. It is a complete description of the functionality of the system and its environment

#### Actors



An actor models an external entity which communicates with the system:

- User
- External system
- Physical environment

An actor has a unique name and an optional description.

### Examples:

- Passenger: A person in the train
- GPS satellite: Provides the system with GPS coordinates

#### Use Case

PurchaseTicket

A use case represents a class of functionality provided by the system as an event flow.

A use case consists of:

Unique name

Participating actors

Entry conditions

Flow of events

Exit conditions

Special requirements

### Use Case Example

Name: Purchase ticket

Participating actor: Passenger

#### Entry condition:

Passenger standing in front of ticket distributor.

Passenger has sufficient money to purchase ticket.

#### Exit condition:

Passenger has ticket.

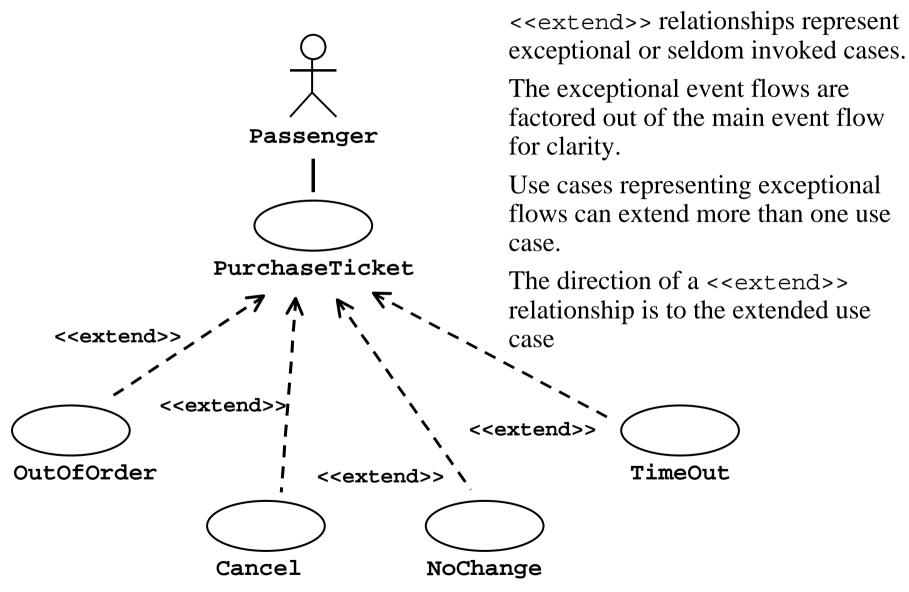
#### Event flow:

- 1. Passenger selects the number of zones to be traveled.
- 2. Distributor displays the amount due.
- 3. Passenger inserts money, of at least the amount due.
- 4. Distributor returns change.
- 5. Distributor issues ticket.

# **Anything missing?**

**Exceptional cases!** 

### The <<extend>> Relationship



# The <<include>> Relationship

