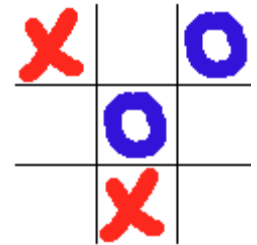
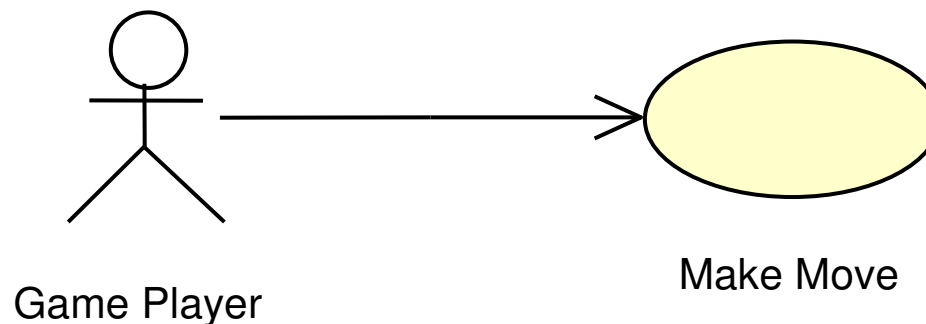


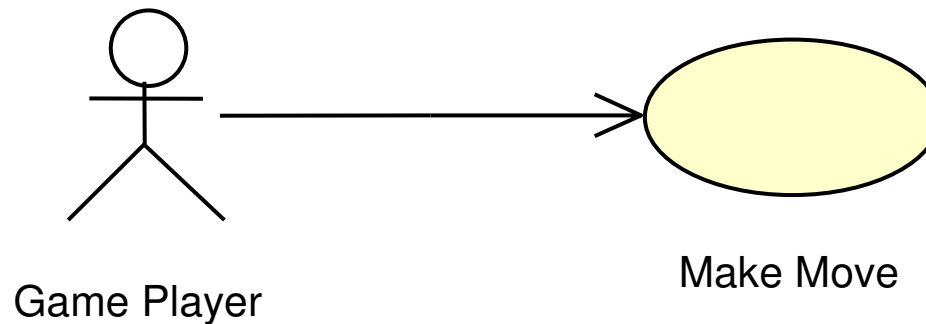
Use Cases and Scenarios

- Use case: a set of scenarios tied together by a common user goal
- Scenario: a sequence of steps describing an interaction between a user and a system (Fowler)



Actors

- Actors: roles that users (or systems) play
 - Actors carry out use cases
 - A single user could play several roles
 - Multiple users could play the same role

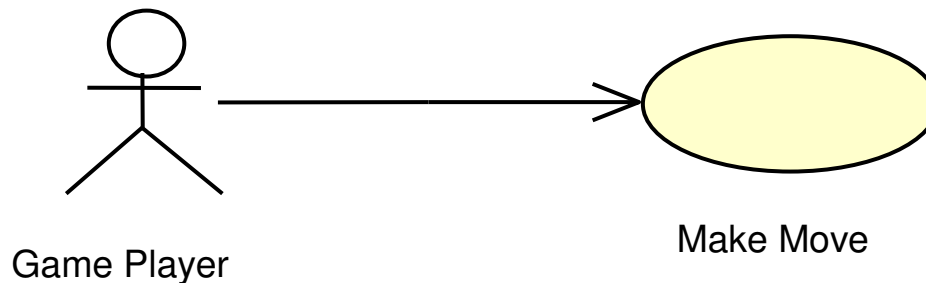


Alex and Katie play tic-tac-toe against each other.

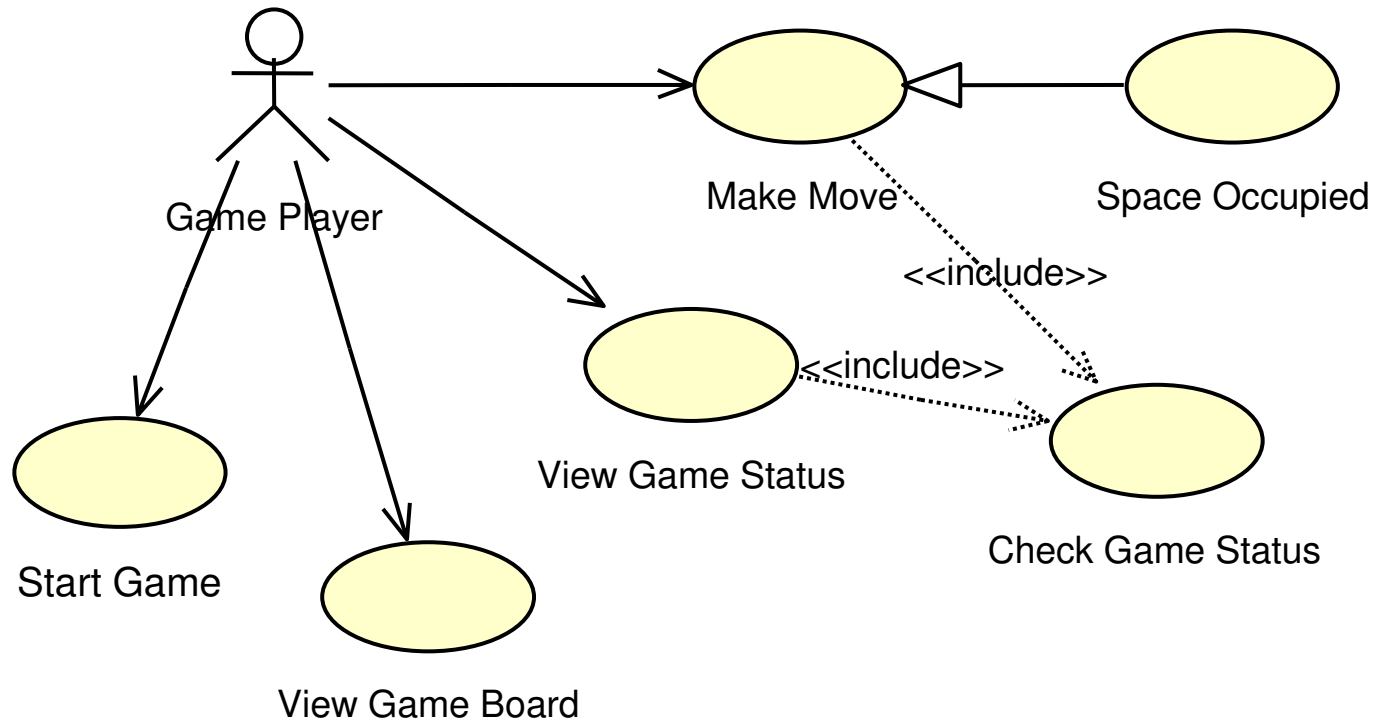
Alex and Katie are each filling the Game Player role.

Scenario

- Scenarios for the ‘Make Move’ use case:
 - A Game Player places a symbol on an open square on the Game Board
 - A Game Player places a symbol on an occupied square on the Game Board
 - Original symbol continues to occupy square
 - Allow Game Player to select another square

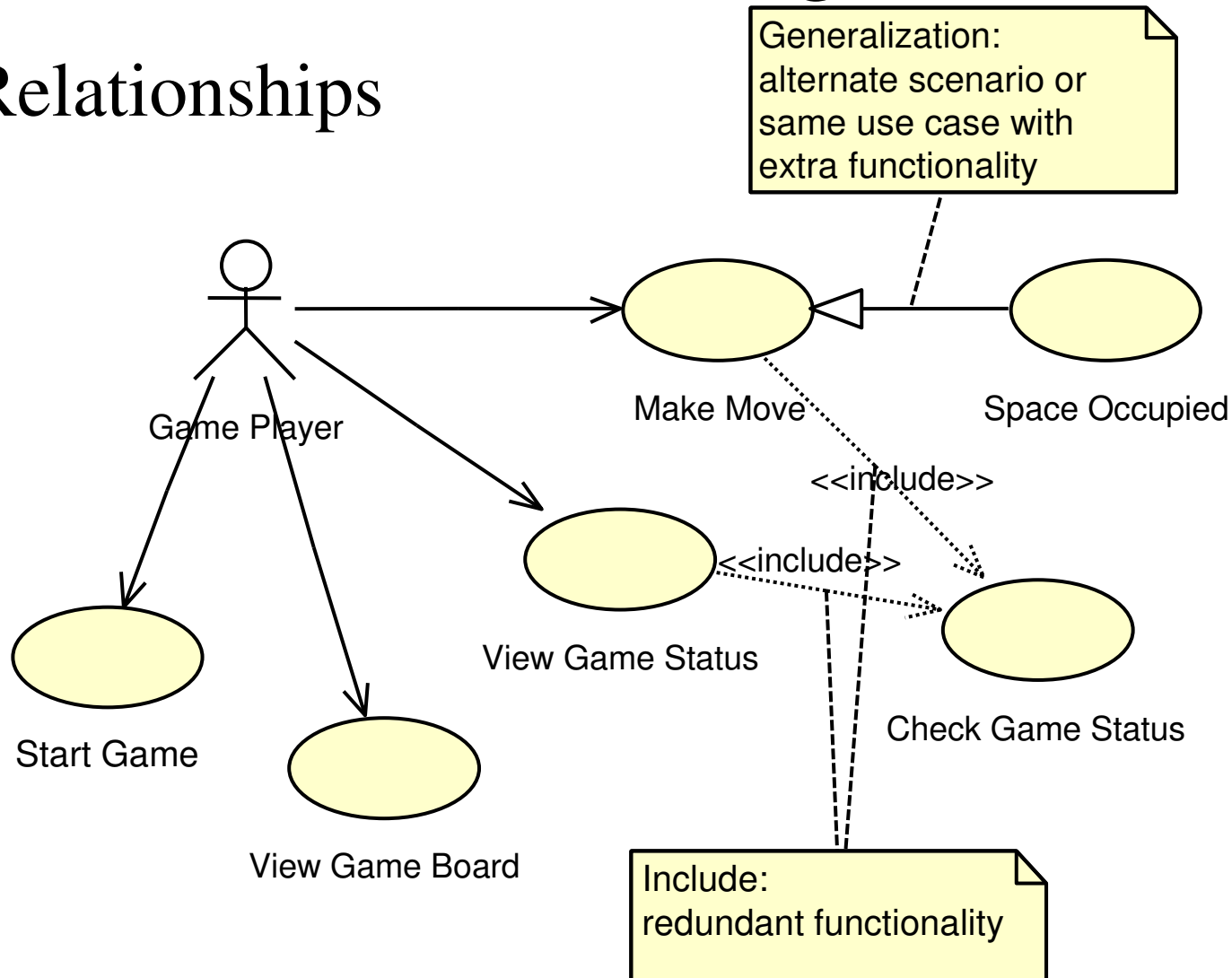


Use Case Diagram



Use Case Diagram

- Relationships



Use Cases in Requirements

- Warning: Use-cases are not the requirements!
 - Use-cases are a tool to help you discover the requirements
- Difference between Casual and Fully-dressed use-cases (see text p. 142)