

Instructional Objectives for Use Case Diagrams

The student should be able to do the following after completing the use case diagram portion of the text, lecture, and homework:

1. Define, apply in the proper form, and give examples of the *association* relationship between an actor and a use case.
2. Define, apply in the proper form, and give examples of the following relationships between use cases:
 - Extends;
 - Includes/Uses;
 - Inherits.
3. Define, apply in the proper form, and give examples of the following terms related to use case diagrams:
 - Use Case;
 - Actor;
 - System Boundary.
4. Given an understanding of the behavior and context of a moderately complex “system”, model the use cases with correct UML use case diagram notation.
5. Derive several scenarios (sequence diagrams) from a given use case diagram.
6. Correctly define the system boundary of a system using use cases.
7. Use a consistent level of abstraction for use cases that define a system. Use appropriate approaches for ‘magnification’ of use cases that are at a different level of abstraction.