

Effective Use Case Development

Description: This class presents an up-to-date, practical guide to use case writing. The class expands on the classic treatment of use cases to provide software developers with a "nuts-and-bolts" tutorial for writing. The course thoroughly covers introductory, intermediate, and advanced concepts in use case development. During the class the instructor will use examples of both good and bad use cases to reinforce the student's learning.

Days: 4

Audience: This course is designed for analysts, software engineers, application experts, and technical project managers. Students should have a general understanding of object-oriented analysis and design concepts. Students that have attended an object-oriented analysis and design course have fulfilled this requirement. Basic computer skills and a familiarity with Windows-based applications are also a must.

Unit I. Introduction

- What is a use case?
- Requirements and use cases
- Use Cases as project-linking structure
- When use cases add value
- Manage your energy

Unit II. The Use Case as a Contract for Behavior

- Interactions between actors with goals
- Contract between stakeholders with interests
- The graphical model

Unit III. Scope

- Functional scope
- Design scope
- The outermost use cases
- Using the scope-defining work products

Unit IV. Stakeholders

- The primary actor
- Supporting actors
- The system under discussion
- Internal actors and white-box use cases

Unit V. Three Named Goal Levels

- User goals (blue, sea-level)
- Summary level (white, cloud/ kite)
- Subfunctions (indigo/black, underwater/clam)
- Using graphical icons to highlight goal levels
- Finding the right goal level
- A longer writing sample: "handle a claim" at several levels

Unit VI. Preconditions, Triggers, and Guarantees

- Preconditions
- Minimal guarantees
- Success guarantee
- Triggers

Unit VII. Scenarios and Steps

- The main success scenario
- Action steps

Unit VIII. Extensions

- Extension basics
- The extension conditions
- Extension handling

Unit IX. Linking Use Cases

- Sub use cases
- Extension use cases

Unit X. Formats to Choose From

- Forces affecting use case writing styles
- Standards for five project types
- Conclusion

Unit XI. On Being Done

Unit XII. Scaling Up to Many Use Cases

- Say less about each one (low-precision representation)
- Create clusters of use cases

Unit XIII. CRUD and Parameterized Use Cases

- CRUD use cases
- Parameterized use cases

Unit XIV. Business Process Modeling

- Modeling versus designing
- Linking business and system use cases

Unit XV. The Missing Requirements

- Precision in data requirements
- Cross-linking from use cases to other requirements

Unit XVI. Use Cases in the Overall Process

- Use cases in project organization
- Use cases to task or feature lists
- Use cases to design
- Use cases to UI design
- Use cases to test cases
- The actual writing

Unit XVII. Mistakes Fixed

- No system
- No primary actor
- Too many user interface details
- Very low goal levels
- Purpose and content not aligned
- Advanced example of too much UI

Upcoming Classes

Sorry, there are no upcoming classes. Feel free to contact us if you're interested in us putting a class together.