



Advanced Use Case Lab

IconATG's Advanced Use Case Lab teaches techniques for writing high quality use cases. Student retention of these techniques is optimized as the course spends the majority of time in hands-on labs applying the techniques discussed. The course proceeds through each section of defining a use case; exploring the purpose, issues, guidelines, and techniques needed to write them effectively. This in-depth, focused approach equips students with skills needed to be productive use case analysts.

Note: If you are a Project Management Professional (PMP)[®] certified by the Project Management Institute (PMI), you can earn Professional Development Units (PDUs) by attending this IconATG course.

Objectives:

- á Learn the essential elements of use case diagrams and specifications
- á Define guidelines for developing high quality, effective use cases
- á Improve use case writing skills
- á Handle common use case issues
- á Identify and correct common mistakes in use cases
- á Learn useful patterns for handling common types of requirements

Audience:

This course is designed for business analysts, requirements analysts, systems analysts, software designers, information architects, project managers, testers, and quality assurance team members. The course will increase your understanding of what a good use case is and how quality use cases are developed.

Prerequisites:

IconATG's courses, "Defining & Managing Requirements with Use Cases," "Introduction to Use Cases," or at least 2 months of hands-on experience writing use cases.

Duration:

2 days

Related Courses:

Students who take this course would also benefit from the following courses:

- á Requirements Elicitation & Facilitation: teaches information elicitation and meeting facilitation techniques that are invaluable throughout business modeling activities.
- á Facilitated Use Case Workshop: hands-on, expert-led workshop further enabling students with techniques and skills within a specific project.
- á Integrating Use Cases and User Centered Design: teaches key skills to synthesize use cases and User Centered Design techniques.



Outline:

1. Starting the use case writing process
 - Scope and partition system functionality
 - Approach to writing preliminary use cases
2. Finding the right use cases
 - Review use case modeling
 - Identifying primary use cases
 - Identifying secondary use cases (included and extending use cases)
 - Modeling relationships
 - Picking good use case names
3. Selecting a use case form
 - Identify minimum recommended information
 - Pros & cons of additional Information
 - Activity or sequence diagrams as alternative/complement to narrative use cases
 - Exploring common use case forms
 - Selecting an appropriate use case form
 - Describe defining aspects of Informal use case form
 - Describe defining aspects of Formal use case form
 - Describe defining aspects of Essential use case form
4. Specifying Actors
 - Using surrogate actors
 - Specifying actors in the actor catalog
 - Using personas
5. Specifying steps
 - Bounding steps: actor action/system response
 - Numbering steps
 - Lists, paragraphs, tables and diagrams
 - Specifying data
 - What's the right level of detail?
 - How big should a use case be?
6. Handling iteration and concurrency
 - Annotating steps
 - Use case initiating steps
 - Use case ending steps
 - Excluding: user interface, design/implementation, and business process details
6. Handling iteration and concurrency
 - Identify situations in which iteration and concurrency arise
 - Discuss handling iteration and concurrency as multiple invocations of a use case or multiple concurrent use cases
 - Describe how to model iteration and concurrency within a use case
7. Handling alternatives
 - Identifying alternatives
 - Naming flows of events
 - Specifying alternatives
 - Marking alternative flow reference points
 - Variations on alternative flows
8. Using goals, pre-conditions, and post-conditions
 - Discuss concepts of Goals, Pre-Conditions & Post-Conditions
 - Discuss guidelines on making them well formed
 - Verifying use case model completeness and closure
9. Specifying business rules
 - Defining business rules
 - Simple business rules embedded in use cases
 - Complex business rules specified in business rule specifications
 - Marking business rule reference points



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10. Using use case relationships

- Factoring out common behavior to included use cases
- Separating optional behavior to extending use cases
- Identifying common behavioral structure across multiple use cases
- Abstracting use case structure
- How to write generalized and specific use cases

11. Appendix: Specifying other requirements

- Specifying quality and other requirements in the supplemental specification
- Specifying performance and other requirements in use cases

12. Appendix: Introduction to use cases

- An introduction to use cases for students that have no prior use case exposure

13. Appendix: Reviewing use cases

- Recommended review process
- Review questions to ask to ensure use case quality

14. Appendix: Introduction to requirements traceability

- A brief introduction to requirements traceability

15. Appendix: Establishing use case teams

- Managing multiple concurrent use case teams
- Handling iteration



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Consulting & Mentoring
Workshops
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2007 Training Stats:

1,153 students
110 courses delivered
85 companies

Why IconATG?

- á Consulting, mentoring, and developing / providing training programs for large IT organizations since 1992
- á Full software lifecycle curriculum of cost-effective, tailored courses with seasoned instructors, qualified through hands-on experience
- á Skilled in tools selection and deployment, organizational transformation via process, technology and culture
- á Proven experience tailoring and extending iterative SDLC processes (RUP, Agile, Scrum, XP, OpenUP, Essential UP)
- á Experienced mentors and consultants with demonstrated project success

IconATG is a thought-leader in IT training, consulting, and mentoring. Our training staff has successfully developed cost-effective customized IT training programs and we have taught thousands of students through our formal courseware and hands-on workshops. We offer introductory to advanced courses in focused disciplines of the full software lifecycle including the Iterative, Agile, Unified Process (RUP), Scrum, UML, requirements and Use Cases, facilitation, user-centered design, iterative project management, and architecture (SOA/MDA). Our instructors' real-world expertise is incorporated in each of our classes, giving your team the practical skills to be more productive when developing today's most demanding applications.

Mentoring solidifies knowledge gained through training by applying the concepts learned in class. Icon's extensive project experience has shown that teams better understand new processes and techniques by applying them with an experienced mentor. IconATG consultants and mentors work with project teams applying new technologies, tools and processes in their organizations to ensure project success. Full lifecycle experience allows IconATG consultants to deliver expert knowledge in specific disciplines, while providing an understanding of the workflow throughout the lifecycle. We actively work your project team helping them develop skills and address problems through facilitation, demonstration, co-development, review, observation and advice. IconATG is that critical consulting resource – we help ensure your success!