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## Introduction to Use Cases

This fast-paced, introductory course explores the basic concepts needed to develop use case models and use case specifications for software requirements. You learn how use cases fit into the software development process and how they become the basis for subsequent work such as software design and test case development. Lectures and labs focus on developing, reading, and reviewing use case models and specifications. The need for additional artifacts (such as a business strategy, vision, business process models, supplementary specification or architectural requirements, user interface specification or wireframes, and prototypes) is briefly discussed, however details on the artifacts and related process are not provided in this introductory course.

### Objectives:

- < Learn the essential elements of use case models and specifications
- < Describe the process for developing use case models and specifications
- < Apply the techniques during labs
- < Describe and practice the process of reviewing use cases
- < Explain where use cases fit into the software development process

### Topics covered:

- < Identifying and analyzing actors
- < Fundamentals of developing a use case model
- < Fundamentals of writing use case specifications
- < Why teams choose use cases instead of traditional functional requirement specifications
- < Relationship between use cases and user interfaces, test cases, and other Unified Modeling Language (UML) diagrams

### Audience:

This course is designed for project managers, subject matter experts, executives, testers, business analysts, requirements analysts, systems analysts, software designers, architects, information architects, user interface designers, quality assurance engineers, and others who want to understand use cases.

### Prerequisites:

None



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## Duration:

1 day

## Outline:

1. Course introduction
2. Putting use cases into perspective
  - What is a use case? What is a use case model?
  - What is the difference between use cases and traditional requirement specs?
  - Which type of requirements is captured in use cases?
  - What is the relationship between use cases and other requirement artifacts?
3. Understanding actors
  - What are actors, use cases, and use case models?
  - Sources for finding actors
  - Recommendations for describing and documenting actors
  - Lab: Find actors for case study
  - Describe the relationship between actors and use cases
4. Developing the use case model
  - Describe how to develop a use case model
  - Discuss sources for use cases
  - Review essential requirement elicitation tips
  - Define how to model relationships between use cases
  - Lab: Develop an initial use case model
5. Writing a use case specification
  - Define the concept of flows of events within a use case
  - Explain the basic process for writing a use case specification
  - Review a use case template
  - Discuss recommended guidelines and tips for writing use case specifications
  - Lab: Draft a use case specification
6. Using use cases during a project
  - How to apply use cases in different lifecycles (e.g., iterative and waterfall projects)
  - How to apply use cases in different project types:
    - New development
    - Package implementation
    - Maintenance
  - Illustrate how a use case model evolves during a project
  - Define criteria for setting requirement and development priorities
  - Explain relationship between use cases and test cases, and UML artifacts
7. Lab: Use case review
  - Recommendations for reviewing use case models and specifications
  - Review a sample use case specification and its related use case model
  - Identify problems and positive elements
  - Correct the problems
8. Course summary