



System Requirements Definition using Use Cases Training Course - 1 Day

This training course teaches business and system analysts how to produce a detailed outside-in model of computer system requirements using use cases within the context of a [model-driven software development process](#). A strict best practice approach to writing effective use cases ensures that the results satisfy the needs of both non-technical and technical stakeholders. The gains that defining requirements with use cases brings to estimation, traceability, test development and project management is discussed. Understanding is tested and improved with exercises based on a real-world example on paper or using [using a suitable case tool](#).

Delegates will learn

- How to create a first cut overview of functional requirements with actors and use cases on a use case diagram
- How to write an effective use case description in a way that satisfies both non-technical and technical stakeholders
- How to specify the flow of events as a basic flow and alternate flows
- How to restructure the use case diagram to handle complex relationships between use cases without bloating the use case model
- How to integrate the use case model with non-functional requirements, data requirements, business rules and screen prototyping
- How a use case driven approach to requirements gathering improves estimation, project planning, test development and traceability

Suitable for:

Business Analysts, System Analysts, Requirements Gatherers, Developers and Project Managers with at least 2 years experience. This course is not suitable for those seeking certification as a step towards a qualification. See [UML Certification](#) for a detailed discussion.

Course Logistics:

Course attendance is limited to 12 students. Courses start at 9.30am and finish at 5.00pm. Students may use a computer for the exercises or elect to use paper. For a discussion on case tool use please see [Case Tool Use on Courses](#). Printed course manuals for each student with copies of all presentations, exercises and solutions are provided.

On-Site (In-House) Courses:

The client is expected to provide an appropriate venue, refreshments, SVGA/XGA projector and screen, whiteboard or flipchart and at least one computer per two students loaded with a UML case tool unless exercises are to be paper-based. For a full discussion of on-site course issues please see [On-Site Course Logistics](#).

Scheduled Public Courses:

This course is available as scheduled public training at our London Training Centre. Students bring their own laptops for use on the course. Please see the [Public UML Training Courses in London](#) page for details.

Pricing:

On-site (in-house) course pricing is available from the [On-Site Course Price Calculator](#) page. Public course pricing is available on the [Public UML Training Courses in London](#) page. For consultancy pricing please see the [On-Site UML Consultancy Price Calculator](#).

Training Course Outline

Day 1

Introduction

People - Course Structure - Unified Modelling Language - Origins of Use Cases - Why Use Use Cases?

Specifying Functional Requirements with Use Cases

System Use Cases and Actors - Primitive Use Cases and the Basic Course - Writing Effective Use Case Descriptions - Writing Sub-flows and Alternate Flows - 'Include' and 'Extend' Relationships - Modelling Browser-Based Applications

System Use Case Workshop

Gathering Requirements

Collecting Requirements Information - Mapping from the Business Model - Proof of Concept Prototypes - Requirements Documents - Estimating and Traceability - Incremental Development - Gaining Agreement

Gathering Requirements Workshop

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