

Requirements Management with Use Cases

Length:

2-days

Description:

Students will learn how to gather and define requirements for software development using a process based on use cases. Systems analysts and designers will learn how use cases to provide solutions to the most challenging requirements issues, resulting in effective, quality systems that meet the needs of users.

Course Objectives:

After completing this course, you will be able to:

- Describe the context of relationships and interactions between actors and applications using use case diagrams and scenarios
- Specify functional and non-functional requirements
- Create the candidate use case list
- Break out detailed use cases and add detail to use case diagrams
- Add triggers, preconditions, basic course of events, and exceptions to use cases

Audience:

Systems designers, analysts and managers who need to know how to gather and define requirements for a software development project.

Prerequisites:

Software development experience and knowledge of concepts of systems analysis and software design is required.

Course Contents:**Chapter 1 - Introduction to Use Case Parts**

- The Use Case as a Contract for Behavior
- Scope
- Stakeholders and Actors
- Three Named Goal Levels
- Preconditions, Triggers, and Guarantees
- Scenarios and Steps
- Extensions
- Technology and Data Variations
- Linking Use Cases
- Use Case Formats

Chapter 2 - Frequently Discussed Topics

- When Are We Done?
- Scaling Up to Many Use Cases
- CRUD and Parameterized Use Cases
- Business Process Modeling
- The Missing Requirements
- Use Cases in the Overall Process
- Use Case Briefs and Extreme Programming
- Mistakes Fixed

Chapter 3 - Reminders for the Busy

- Reminders for Each Use Case
- Reminders for the Use Case Set
- Reminders for Working on the Use Cases