Practical 2

Use Case Modelling

Activity Modelling

Interaction Modelling

Some Advice (1)

- Interview transcript and documentation
  - Use Case Description
    - It is again extended and essential, i.e. the same template!
    - Marking criteria
      - Difference between high-level and extended use case description templates
      - Difference between real and essential use case descriptions

Some Advice (2)

- Activity Diagram
  - Marking criteria
    - Identification of activities
    - Appropriate flow – decisions points, termination points
    - Concurrency (only when appropriate!)
    - Consistency with use case description

Some Advice (3)

- Sequence diagram for scenario
  - First identify the objects!
  - Some objects will be active entities!
  - Marking criteria
    - Messages represent method calls on objects
    - Call sequencing – time element
    - Reasonable objects
    - Completeness
    - Cohesive method calls, Coupling between objects
    - Consistency with CRC cards