

Document Generated: 11/01/2025

Learning Style: Virtual Classroom

Technology:

Difficulty: Beginner

Course Duration: 2 Days

Next Course Date: **December 15, 2025**

Use Case Modeling Training



About This Course:

Use cases provide a structured, industry-standard way of eliciting and documenting visibly observable functional requirements from the point of view of the business. The process enhances communication between business analysts and

stakeholders and helps stakeholders articulate their needs in a way other elicitation techniques cannot. It also lays the foundation for user interface design and test case development. This course provides the right blend of knowledge and skills for people to understand and model business use cases effectively.

This course has been approved for 14 PDUs | 14 CDUs

Course Objectives:

- Define the major components of use case models using Unified Modeling Language (UML) notation.
- Identify the different types of actors and determine candidate use cases.
- Develop a use case diagram and the narrative flow of events using a Use Case Template.
- Create an Activity Diagram to chart the scenarios of a use case.
- Diagram various use case relationships.
- Leverage use cases to quickly create test cases and develop user interface prototypes based on the use case

Audience:

- This course is intended for any project professional who elicits requirements for software applications. Use case models covered in this course include use case diagrams, use case narratives, activity diagrams, and use case relationships. Use cases are modeled using UML notation v2.5

Prerequisites:

- Experience with software development projects is helpful.

Course Outline:

Use Case Overview

- Use Case and use case model defined
- Levels of use case modeling
- Strengths and limitations of use case modeling

- User stories vs use cases
- Using use cases in predictive and adaptive environments
- Use case modeling process

Use Case Diagram

- Use case diagram defined
- Use case diagramming steps
- Define system scope
- Identify actors and use cases
- Types of actors
- Associations between actors and use cases
- Create a use case diagram
- Review and refine use case diagrams
- Package use cases

Use Case Narrative

- Use case narrative overview & elements
- Use case brief
- Use Case introduction
- Pre & post conditions
- Use case flow of events (primary, alternative & exception)
- Narrative documentation guidelines
- 3 Methods to documenting the flow of events
- Document additional considerations in a use case
- Refine and review use case narratives

Use Case Relationships

- UML notation
- Include relationship
- Extend relationship
- Generalization relationships (use cases and actors)
- Identify potential use case relationships

Activity Diagrams

- Activity Diagram overview
- UML notation
- Forks and join rules
- Model and document looping in a use case
- Create an activity diagram

User Interface (UI) Prototyping

- Use cases & user interfaces
- Steps to create a user interface prototype
- Develop a UI prototype for a use case

Use Cases & Test Cases

- Translate use cases into test cases overview
- Develop a number of test cases based on a use case