

Use Case Workshop

A Hands-on Introduction to Scenario-Driven Development

Use cases, and other scenario-based techniques, have become increasingly popular as a means for documenting functional requirements and driving project schedules. They represent a common ground where analysts, developers, project managers and customers can establish system scope and negotiate schedule.

Use cases have a role in the Rational Unified Process (RUP) and other methods, and a simple representation in the Unified Modeling Language (UML). More generally they relate to other scenario-driven approaches, whether in their common RUP form or when broken down into user stories in Extreme Programming (XP). There are many complementary techniques available for expressing and managing use cases.

The *Use Case Workshop* introduces, and puts into practice, the concept of use cases as a tool for gathering and organising functional requirements, driving the development schedule and making progress visible.

Objectives

- Outline the motivation for and structure of iterative and incremental development processes
- Illustrate the role of context diagrams in organising documentation and focusing attention
- Present alternative techniques for decomposing and organising use cases
- Outline common documentation, diagramming and development pitfalls
- Put the techniques into practice on a small case study

Audience

The workshop is suitable for anyone involved in the software development process that deals directly with requirements or scheduling, including software developers, system analysts, project managers and customers.

Content

Agile Development Macroprocess Traditional versus agile development processes · Iterative and incremental development · Scenario-driven increments · Quality and scheduling issues · Balancing cost, time, quality and scope · Delivery of value · Responsive development

System Context and Usage Context diagrams · System boundary · Actors and roles · Primary and secondary actors · Use cases and use case diagrams · Modelling time-based use cases

Inside Use Cases Use case goals · Use case preconditions and postconditions · Showing use case ordering with activity diagrams · Adding step-by-step detail to use cases · Use case inclusion · Avoiding other use case relationships

Alternative Scenarios Documenting failure or other alternative use case paths · Primary and secondary scenarios · Showing use case paths with activity diagrams

Scheduling Rational Unified Process (RUP) and variations · Duration and goal of an iteration · Scenario and risk-based slicing · Visible progress indicators · Acceptance testing · Prototyping · Prioritisation · Estimation · Scope management and responsive planning

Additional Details

Duration 1 day

Setup Projection facilities for a PC · Whiteboards and/or flip charts

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