

Advanced Use-Case Modeling

An advanced class on using use cases for large-scale software development projects

Delivery: On customer site

Course Length: 1 day (or 2 days when combined with the Use-Case 2.0 Conversion Course)

Course Approach: Lecture, discussions, workshops, exercises, case studies

Level: Advanced

Audience

Product Owners
Business Analysts
Systems Analysts
Customer Representatives
Requirements Managers
Requirement Engineers

Recommended Prerequisite Courses

Use-Case 2.0 or the
Use-Case 2.0 Conversion Course

Recommended Experience

Prior to attending this course the student must possess the following:

- At least three months experience with use cases

Related Courses

For students interested in continued learning in this field, we suggest taking:

- UML Business Modeling

Course Description

This one day class is intended to equip product owners and requirement engineers with the skills they need to successfully apply use-case modeling to the requirements management of large, or out-sourced, projects and programs. Throughout the class, common problems and their solutions will be explored.

The course includes detailed instruction in the use of the use-case relationships used to structure large, complex and re-usable use-case models, and a detailed examination of the system of systems pattern that lies at the heart of the application of use cases to systems engineering and the development of very large systems. The course was developed by Ian Spence, co-author of the best-selling use case book 'Use Case Modeling' (Addison Wesley, 2003).

Objectives

Upon completion of the course, participants will understand:

- how to start the use-case modeling process regardless of the size or scale of project being undertaken
- how to apply use-cases to systems-of-systems
- how to apply use-cases for packaged systems development and re-engineering legacy systems
- how to apply use cases in an out-sourced environment
- how to apply the use-case modelling technique recursively to simplify complex requirements problems
- how to recognise and avoid the most common use-case model related anti-patterns
- when and where to use optional features such as include and extend

Topics Covered

- Structuring the use-case model, including:
 - How to use include and extend effectively
 - How to use use-case generalization
- Common use-case patterns and anti-patterns
- Use-case modeling for large scale systems development, including:
 - Use-case modeling for packaged systems development
 - Use-case modeling for replacement systems
 - Use-case modeling for out-sourced projects
- The system of systems pattern
- Treating reusable components as products
- Product Line Engineering for Application Families

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