

Use-Case 2.0

An introductory class on using use-cases for agile projects

Delivery: On customer site

Course Length: 2 days

Course Approach: Simulation, lecture, discussions, workshops, exercises

Level: Introductory

Audience

Product Owners
Business Analysts
Systems Analysts
Customer Representatives
Requirements Managers
Requirement Engineers
Project Managers
Developers and Testers

Recommended Prerequisite Courses

None

Recommended Experience

None

Course Description

This two day class will equip delegates with the skills and techniques necessary to effectively elicit, communicate, and manage their requirements using use cases. In particular they will learn how to drive agile projects using lightweight use cases and use-case slices. The course starts with a simulation where the delegates will build a product backlog using a pre-supplied set of use cases. The simulation provides hands-on experience that serves as a foundation for the rest of the course. Delegates will then learn how to quickly and simply build a use-case model, and prepare their use cases in an agile fashion. Throughout the class, common problems and their solutions will be explored. Reference examples and exercise solutions are also supplied.

Objectives

Upon completion of the course, participants will understand:

- the principles behind use-case modeling
- how to capture requirements in a use-case model
- how to build a product backlog using use cases
- how to slice use-cases to create well-defined pieces of work
- how to manage scope using use cases
- how to create a use-case model
- where actors and use cases come from
- how to write agile use-case narratives
- how to iteratively develop the use-case narratives
- how to manage detail
- how to handle business rules and non-functional requirements
- when and where to use optional features such as include and extend
- how to drive analysis, design and testing using use cases

Topics Covered

- The Fundamentals of Use-Case Modeling
- Building a Product Backlog with Use Cases
- Finding Actors and Use Cases
- Slicing Use Cases to Drive Projects
- The Lifecycle of a Use Case and a Use-Case Slice
- The Structure and Contents of a Use Case
- Writing Use-Case Narratives and Test Cases
- Managing Detail
- An Introduction to Use-Case Relationships
- Use Cases across the Project Lifecycle

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