USE CASE 2.0

Use-Case 2.0 Introduction Course

An introductory class on using use-cases for agile projects

Duration: 2 days
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 Experience
None required

What You Get
Courseware
Course PowerPoint Slides, PDF Workbooks and Handouts

Related Courses
For students interested in continued learning in this field, we suggest taking:
- Advanced Use-Case Modeling

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.

Attendees will learn:
- 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 for agile teams
- how to manage scope using use-cases
- how to create a use-case model
- where actors and use-cases come from
- how to write 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