APPLYING USE CASES

A PRACTICAL GUIDE

GEORG SCHNEIDER
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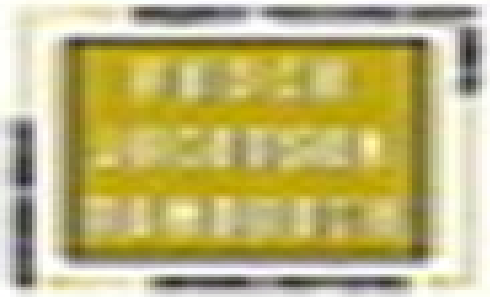

Applying Use Cases A Practical Guide

Hassan Gomaa

Applying Use Cases A Practical Guide:

Applying Use Cases Geri Schneider,Jason P. Winters,2001-03-31 Use case analysis is a methodology for defining the outward features of a software system from the user s point of view Applying Use Cases Second Edition offers a clear and practical introduction to this cutting edge software development technique Using numerous realistic examples and a detailed case study you are guided through the application of use case analysis in the development of software systems This new edition has been updated and expanded to reflect the Unified Modeling Language UML version 1 3 It also includes more complex and precise examples descriptions of the pros and cons of various use case documentation techniques and discussions on how other modeling approaches relate to use cases Applying Use Cases Second Edition walks you through the software development process demonstrating how use cases apply to project inception requirements and risk analysis system architecture scheduling review and testing and documentation Key topics include Identifying use cases and describing actors Writing the flow of events including basic and alternative paths Reviewing use cases for completeness and correctness Diagramming use cases with activity diagrams and sequence diagrams Incorporating user interface description and data description documents Testing architectural patterns and designs with use cases Applying use cases to project planning prototyping and estimating Identifying and diagramming analysis classes from use cases Applying use cases to user guides test cases and training material An entire section of the book is devoted to identifying common mistakes and describing their solutions Also featured is a handy collection of documentation templates and an abbreviated guide to UML notation You will come away from this book with a solid understanding of use cases along with the skills you need to put use case analysis to work **Applying Use Case Driven Object Modeling with UML** Doug Rosenberg,Kendall Scott,2001 This is the fourth report on mothers and babies in NSW to combine the annual reports of the NSW Midwives Data Collection MDC the Neonatal Intensive Care Units Data Collection and the NSW Birth Defects Register Page 9 *A Practical Guide to Testing Object-oriented Software* John D. McGregor,David A. Sykes,2001 David A Sykes is a member of Wofford College s faculty

Applying Use Cases Jason P. Winters,1900 Use case analysis is a methodology for defining the outward features of a software system from the user s point of view Applying Use Cases Second Edition offers a clear and practical introduction to this cutting edge software development technique Using numerous realistic examples and a detailed case study you are guided through the application of use case analysis in the development of software systems This new edition has been updated and expanded to reflect the Unified Modeling Language UML version 1 3 It also includes more complex and precise examples descriptions of the pros **Applied Software Architecture** Christine Hofmeister,Robert Nord,Dilip Soni,2000 Designing a large software system is an extremely complicated undertaking that requires juggling differing perspectives and differing goals and evaluating differing options Applied Software Architecture is the best book yet that gives guidance as to how to sort out and organize the conflicting pressures and produce a successful design Len Bass author of Software

Architecture in Practice Quality software architecture design has always been important but in today s fast paced rapidly changing and complex development environment it is essential A solid well thought out design helps to manage complexity to resolve trade offs among conflicting requirements and in general to bring quality software to market in a more timely fashion Applied Software Architecture provides practical guidelines and techniques for producing quality software designs It gives an overview of software architecture basics and a detailed guide to architecture design tasks focusing on four fundamental views of architecture conceptual module execution and code Through four real life case studies this book reveals the insights and best practices of the most skilled software architects in designing software architecture These case studies written with the masters who created them demonstrate how the book s concepts and techniques are embodied in state of the art architecture design You will learn how to create designs flexible enough to incorporate tomorrow s technology use architecture as the basis for meeting performance modifiability reliability and safety requirements determine priorities among conflicting requirements and arrive at a successful solution and use software architecture to help integrate system components Anyone involved in software architecture will find this book a valuable compendium of best practices and an insightful look at the critical role of architecture in software development 0201325713B07092001 **Practical J2EE Application Architecture** Nadir Gulzar,2003-06-27 Provides developers with a complete roadmap for building large scale J2EE applications You will get a cohesive approach for producing optimal solutions through rigorous life cycle management techniques from inception through deployment Includes sample Web site hosted by the authors that features real world demonstrations of all the book s concepts **Use Case Modeling** Kurt Bittner,Ian Spence,2003 Discusses how to define and organize use cases that model the user requirements of a software application The approach focuses on identifying all the parties who will be using the system then writing detailed use case descriptions and structuring the use case model An ATM example runs throughout the book The authors work at Rational Software Annotation copyrighted by Book News Inc Portland OR **A Practical Guide to Feature-driven Development** Stephen R. Palmer,John M. Felsing,2002 Feature Driven Development FDD combines the speed and flexibility of agile methods with model driven techniques that scale to the largest projects This definitive book A Practical Guide to Feature Driven Development shows FDD at work in real world projects as it presents start to finish guidance on adapting FDD to the reader s needs It offers in depth coverage of all five FDD stages modeling feature lists planning design and software construction **Aspect-oriented Software Development with Use Cases** Ivar Jacobson,Pan-Wei Ng,2005 A refreshingly new approach toward improving use case modeling by fortifying it with aspect orientation Ramnivas Laddad author of AspectJ in Action Since the 1980s use cases have been a way to bring users into software design but translating use cases into software has been an art at best because user goods often don t respect code boundaries Now that aspect oriented programming AOP can express crosscutting concerns directly in code the man who developed use cases has proposed step by step methods for recognizing crosscutting concerns in use cases

and writing the code in separate modules If these methods are at all fruitful in your design and development practice they will make a big difference in software quality for developers and users alike Wes Isberg AspectJ team memberThis book not only provides ideas and examples of what aspect oriented software development is but how it can be utilized in a real development project MichaelWard ThoughtWorks Inc No system has ever been designed from scratch perfectly every system is composed of features layered in top of features that accumulate over time Conventional design techniques do not handle this well and over time the integrity of most systems degrades as a result For the first time here is a set of techniques that facilitates composition of behavior that not only allows systems to be defined in terms of layered functionality but composition is at the very heart of the approach This book is an important advance in modern methodology and is certain to influence the direction of software engineering in the next decade just as Object Oriented Software Engineering influenced the last Kurt Bittner IBM CorporationUse cases are an excellent means to capture system requirements and drive a user centric view of system development and testing This book offers a comprehensive guide on explicit use case driven development from early requirements modeling to design and implementation It provides a simple yet rich set of guidelines to realize use case models using aspect oriented design and programming It is a valuable resource to researchers and practitioners alike Dr Awais Rashid Lancaster University U K and author of Aspect Oriented Database Systems AOSD is important technology that will help developers produce better systems Unfortunately it has not been obvious how to integrate AOSD across a project s lifecycle This book shatters that barrier providing concrete examples on how to use AOSD from requirements analysis through testing Charles B Haley research fellow The Open University U K Aspect oriented programming AOP is a revolutionary new way to think about software engineering AOP was introduced to address crosscutting concerns such as security logging persistence debugging tracing distribution performance monitoring and exception handling in a more effective manner Unlike conventional development techniques which scatter the implementation of each concern into multiple classes aspect oriented programming localizes them Aspect oriented software development AOSD uses this approach to create a better modularity for functional and nonfunctional requirements platform specifics and more allowing you to build more understandable systems that are easier to configure and extend to meet the evolving needs of stakeholders In this highly anticipated new book Ivar Jacobson and Pan Wei Ng demonstrate how to apply use cases a mature and systematic approach to focusing on stakeholder concerns and aspect orientation in building robust and extensible systems Throughout the book the authors employ a single real world example of a hotel management information system to make the described theories and practices concrete and understandable The authors show how to identify design implement test and refactor use case modules as well as extend them They also demonstrate how to design use case modules with the Unified Modeling Language UML emphasizing enhancements made in UML 2 0 and how to achieve use case modularity using aspect technologies notably AspectJ Key topics include Making the case for use cases and

aspects Capturing and modeling concerns with use cases Keeping concerns separate with use case modules Modeling use cases slices and aspects using the newest extensions to the UML notation Applying use cases and aspects in projects Whatever your level of experience with aspect oriented programming Aspect Oriented Software Development with Use Cases will teach you how to develop better software by embracing the paradigm shift to AOSD **Succeeding with Use Cases** Richard Denney,2005 From best selling author and noted teacher and speaker Yehuda Berg comes a thought provoking call to action on our current global crisis Positing that our collective abdication of responsibility in every facet of our lives including business and the economy the environment government and politics healthcare education and religion has contributed to the problems and challenges we face Berg asserts that taking responsibility for our actions or lack thereof and their consequences is the key to achieving change for the better Berg urges readers to access the power within each of us using the principles of Kabbalah in order to create the consciousness shift required for lasting positive change *The Rational Unified Process* Philippe Kruchten,2004 bull Reflects all of the changes that were integrated into RUP v2003 the latest version of the very popular produc t bull Learn the key concepts fundamentals of structure integral content and motivation behind the RUP bull Covers all phases of the software development lifecycle from concept to delivery to revision

Real Time UML Bruce Powel Douglass,2004 Covers UML 2 0 **Designing Software Product Lines with UML** Hassan Gomaa,2005 Designing Software Product Lines with UML is well written informative and addresses a very important topic It is a valuable contribution to the literature in this area and offers practical guidance for software architects and engineers Alan Brown Distinguished Engineer Rational Software IBM Software Group Gomaa s process and UML extensions allow development teams to focus on feature oriented development and provide a basis for improving the level of reuse across multiple software development efforts This book will be valuable to any software development professional who needs to manage across projects and wants to focus on creating software that is consistent reusable and modular in nature Jeffrey S Hammond Group Marketing Manager Rational Software IBM Software Group This book brings together a good range of concepts for understanding software product lines and provides an organized method for developing product lines using object oriented techniques with the UML Once again Hassan has done an excellent job in balancing the needs of both experienced and novice software engineers Robert G Pettit IV Ph D Adjunct Professor of Software Engineering George Mason University This breakthrough book provides a comprehensive step by step approach on how to develop software product lines which is of great strategic benefit to industry The development of software product lines enables significant reuse of software architectures Practitioners will benefit from the well defined PLUS process and rich case studies Hurley V Blankenship II Program Manager Justice and Public Safety Science Applications International Corporation The Product Line UML based Software engineering PLUS is leading edge With the author s wide experience and deep knowledge PLUS is well harmonized with architectural and design pattern technologies Michael Shin Assistant Professor Texas Tech University Long a standard

practice in traditional manufacturing the concept of product lines is quickly earning recognition in the software industry A software product line is a family of systems that shares a common set of core technical assets with preplanned extensions and variations to address the needs of specific customers or market segments When skillfully implemented a product line strategy can yield enormous gains in productivity quality and time to market Studies indicate that if three or more systems with a degree of common functionality are to be developed a product line approach is significantly more cost effective To model and design families of systems the analysis and design concepts for single product systems need to be extended to support product lines Designing Software Product Lines with UML shows how to employ the latest version of the industry standard Unified Modeling Language UML 2 0 to reuse software requirements and architectures rather than starting the development of each new system from scratch Through real world case studies the book illustrates the fundamental concepts and technologies used in the design and implementation of software product lines This book describes a new UML based software design method for product lines called PLUS Product Line UML based Software engineering PLUS provides a set of concepts and techniques to extend UML based design methods and processes for single systems in a new dimension to address software product lines Using PLUS the objective is to explicitly model the commonality and variability in a software product line Hassan Gomaa explores how each of the UML modeling views use case static state machine and interaction modeling can be extended to address software product families He also discusses how software architectural patterns can be used to develop a reusable component based architecture for a product line and how to express this architecture as a UML platform independent model that can then be mapped to a platform specific model Key topics include Software product line engineering process which extends the Unified Development Software Process to address software product lines Use case modeling including modeling the common and variable functionality of a product line Incorporating feature modeling into UML for modeling common optional and alternative product line features Static modeling including modeling the boundary of the product line and information intensive entity classes Dynamic modeling including using interaction modeling to address use case variability State machines for modeling state dependent variability Modeling class variability using inheritance and parameterization Software architectural patterns for product lines Component based distributed design using the new UML 2 0 capability for modeling components connectors ports and provided and required interfaces Detailed case studies giving a step by step solution to real world product line problems Designing Software Product Lines with UML is an invaluable resource for all designers and developers in this growing field The information technology and case studies presented here show how to harness the promise of software product lines and the practicality of the UML to take software design quality and efficiency to the next level An enhanced online index allows readers to quickly and easily search the entire text for specific topics *Software Configuration Management Strategies and Rational ClearCase* Brian A. White,2000 An introduction to the core practices of software configuration management a software engineering discipline that secures

against cost over runs while insuring project timeliness and quality Use Cases Gunnar Övergaard,Karin Palmkvist,2005 System architects and designers can use this title to quickly produce more efficient use case models by applying a catalog of use case patterns Based on the authors experience the book describes the practical use application and solutions to common problems of creating use cases Modeling XML Applications with UML David Carlson,2001 XML is rapidly becoming the standard platform for delivering e Business information and integrating e Business systems XML developers desperately need mature software development processes and tools for developing effective applications David Carlson fills the gap showing exactly how to leverage the worldwide UML standard for modeling complex systems in advanced XML development In Modeling XML Applications with UML he presents the first comprehensive framework for modeling communications in any B2B software system Carlson presents in depth coverage of UML based analysis design and modeling of XML content within e Business environments The book includes detailed coverage of using UML to support the creation of new XML based B2B vocabularies and industry portals that reflect the requirements of several key stakeholder communities including consumers business analysts web application specialists system integration specialists and content developers Carlson presents several B2B use cases and then decomposes them into scenarios illustrated with class diagrams sequence diagrams and activity diagrams showing how XML fits into an overall e Business solution Each chapter concludes with steps for success that distill UML s general principles into specific recommendations for action **Developing Enterprise Java Applications with J2EE and UML** Khawar Zaman Ahmed,Cary E. Umrysh,2002 The Java 2 Platform Enterprise Edition J2EE TM offers great promise for dramatically improving the way that enterprise applications are built and organizations that have adopted the J2EE are gaining a competitive advantage The industry standard Unified Modeling Language UML has helped countless organizations achieve software success through visual modeling Together the UML and J2EE form a powerful set of tools but the intricacies involved with using them in tandem are considerable While UML is highly effective for specifying designing constructing visualizing and documenting software systems J2EE offers enterprise developers a simplified component based approach to application development However when using the two technologies together developers must first consider and attempt to reconcile the different characteristics of each Developing Enterprise Java Applications with J2EE TM and UML examines the best ways to jointly leverage these technologies Exploring concrete methods for completing a successful development project the authors cover the use of UML and J2EE in detail Using practical examples and a case study they illustrate the pros and cons of specific design approaches show how personal experience can affect design decisions and demonstrate proven approaches for building better software faster With this book as a guide developers will be able to overcome the challenges in using UML and J2EE together and be on their way to building robust scalable and complex applications 0201738295B09042001 **A Practical Guide to Knowledge Acquisition** A. Carlisle Scott,Jan E. Clayton,Elizabeth L. Gibson,1991 *UML and the Unified Process* Jim Arlow,Ila Neustadt,2002 1 What is UML 2 What is the

Unified Process 3 The requirements workflow 4 Use case modeling 5 Advanced use case modeling 6 The analysis workflow 7 Objects and classes 8 Finding analysis classes 9 Relationships 10 Inheritance and polymorphism 11 Analysis packages 12 Use case realization 13 Advanced use case realization 14 The design workflow 15 Design classes 16 Refining analysis relationships 17 Interfaces and components 18 Use case realization design 19 Basic statecharts 20 Advanced statecharts 21 The implementation workflow 22 Components 23 Deployment Object-oriented Methods Ian Graham,Alan O'Callaghan,Alan Cameron Wills,2001 Since the previous edition of this popular and comprehensive book was published there have been massive changes in the field of object technology This book has been fully revised and updated to reflect the newest technologies and methodologies including extensive coverage of middleware components Java UML If you are a developer or manager needing to succeed with objects this book will give you a full understanding of the key concepts benefits and pitfalls plus what technologies and tools are available and how to evaluate them It offers invaluable insights into the philosophy and real world practice of today s leading object oriented techniques and products Major features of this edition detailed chapter covering middleware and migration strategies chapter describing best practice for analysis and design with in depth focus on architecture and patterns plus a concise presentation of the Catalysis method for component based development revised coverage of requirements featuring detailed description of the SOMA approach coverage of Java in addition to other object oriented programming languages Plus significantly revised coverage of object oriented databases to address new and increasingly mature products review of processes and project management including RUP and OPEN Process and guidance on testing and UI design new appendices summarizing the UML notation and background survey of 50 object oriented methods self test questions and model answers on accompanying web site www trireme com

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