Use Case <<extends>> and <<includes>> Guidelines

COP4331 Spring 2017 - Dr.Edwin Nassiff

1) General:
   
   A use case is a high level behavioral description of your system showing who interacts with the system (actors) and the goals the actors what to achieve.

   Actors can be people, devices, organizations, or some external software component.

2) <<extend>> and <<include>>
   
   a) Use X <<extend>> Y when the goals/functions of X are of the same type as Y and X is a more specific case for doing Y

   There are two types of vehicles that can be selected, but only one selection will be made

   b) Use X <<include>> Y indicates that X has a subtask in Y; in order to complete X, Y must be executed at least one time

   c) However, X <<include>> Y below is wrong because when selecting a vehicle you will only select one type of vehicle and not both.