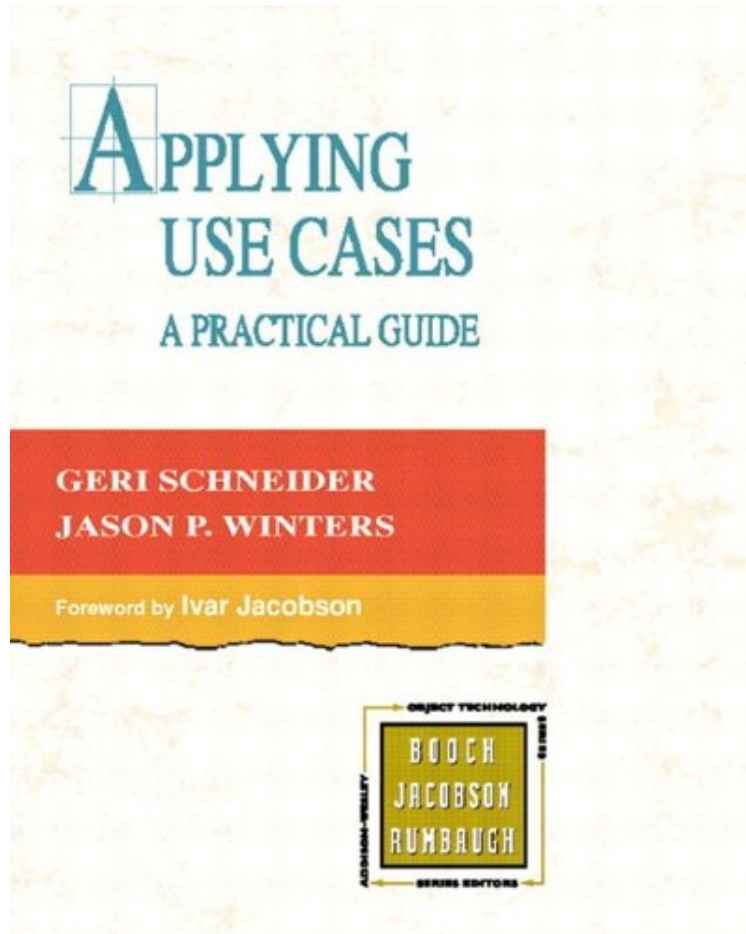


[Read ebook] Applying Use Cases: A Practical Guide (Addison-Wesley Object Technology Series)

Applying Use Cases: A Practical Guide (Addison-Wesley Object Technology Series)

Von Geri Schneider, Jason P. Winters

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Von Geri Schneider, Jason P. Winters : Applying Use Cases: A Practical Guide (Addison-Wesley Object Technology Series) before purchasing it in order to gage whether or not it would be worth my time, and all praised Applying Use Cases: A Practical Guide (Addison-Wesley Object Technology Series):

KundenrezensionenHilfreichste Kundenrezensionen2 von 2 Kunden fanden die folgende Rezension hilfreich. Is it a practical guide?Von Richard ChelstowskiIf you assume that a use case scenario should contain a detailed written description of a user behavior then, perhaps, the book is for you. In my mind it is impractical and most of the time impossible. I disagree with an idea that primary scenario of an event should contain such a detailed description: "1. The use case starts when the customer selects Place Order. 2. The customer enters his or her name and address..... 7. Customer will select Submit... 9. When payment is confirmed, the order is marked as confirmed. an order Id is returned to the customer. and the use case ends."1 von 1 Kunden fanden die folgende Rezension hilfreich. Recommended for introducing the concept of use casesVon Ein KundeExcellent short book with examples following

the text. I would recommend the book for anyone needing an introduction to the usage of use case in software development. The only complaint is that the book is too short. With its small size, the areas that the authors declared as outside the scope of the book, could have been at least been discussed briefly. Also, there are several modeling tools now available that allow developers to create use cases and business rules and automatically generate object models. These also are not mentioned.

0 von 0 Kunden fanden die folgende Rezension hilfreich. Learning abstraction by example

Von Charles Ashbacher

For every abstraction used in the development of software, there is a definition and a set of rules concerning how to use it. Unfortunately, being an abstraction, the definition is often open to interpretation and the rules are nebulous guidelines. The concept of use cases is one such abstraction. Therefore, the best way to explain them is to use them in an understandable context. That is the approach taken in this book. The scenario is that a group of designers want to build a "simple" online ordering system. They begin with the proverbial conversation over coffee which contained the usual, "that system stinks and we could do better" phrase. From there, a general, but fairly complete process is presented. Every step in the sequence of requirements definitions is given. Many potential use cases are put forward, which is excellent, as this allows the authors to demonstrate the culling process, whereby some use cases are eliminated and others are combined. The presentation is a combination of simulated dialog between the principals and more formal techniques of requirements capture such as actors and their diagrams. One thing that impressed me was the accuracy of the dialog. Anyone who has participated in the requirements capture process will experience a flashback. It is written with the beginner in mind, as very little programming background is needed to understand it. This is a thorough demonstration of how to create and apply use cases, without the depth that requires more formal notational techniques. Use cases are sometimes very hard to teach, as is the case with most abstractions. In this book, the abstract is made concrete and if you read it you will learn a lot about use cases. However, you still may not be able to offer a precise definition.

Kurzbeschreibung 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 ing 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.

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With the emergence of the Unified Modeling Language (UML) over the last few years, developers new to the advantages of thorough software-engineering practices now have a better notational system for designing more effective software. To use UML effectively, you will want to create use cases, which help describe the requirements of a system. In their concise and very readable book, the authors of Applying Use Cases show how use cases can benefit all aspects of the software-design process and let you create better software in less time. This guide provides a case study for a mail-order business (with some e-commerce as well) as its central example. Use cases define how actors (i.e., users) are defined for all the various components of a mail-order business, including inventory, accounting, and order fulfillment. The authors suggest that while use cases are particularly useful at the beginning of a project cycle--for assessing risks and setting project timetables, for instance--they are also useful for testing and deployment of systems (specifically, for creating documentation and help manuals). The sample use cases--and supporting design documents--are what's best in this text.

--Richard Dragan

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