

Ex No: 6

UML Use Case Diagram for Library Management System

Aim: To draw UML Use Case diagram for library management system.

Procedure:

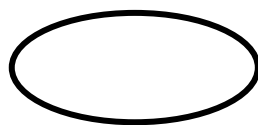
A use case diagram is a dynamic or behaviour diagram in UML. Use case diagrams model the functionality of a system using actors and use cases. Use cases are a set of actions, services, and functions that the system needs to perform. It is used to gather the requirements of a system. It is used to get an outside view of a system. Identify the external and internal factors influencing the system. Show the interaction among the requirements and actors.

Use Case Diagram Notations

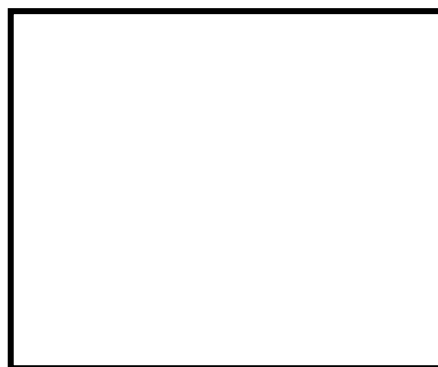
- Actor
 - An actor represents a role of a user that interacts with the system that you are modeling. The user can be a human user, an organization, a machine, or another external system.



- Use Case
 - A use case describes a function that a system performs to achieve the user's goal. A use case must yield an observable result that is of value to the user of the system.

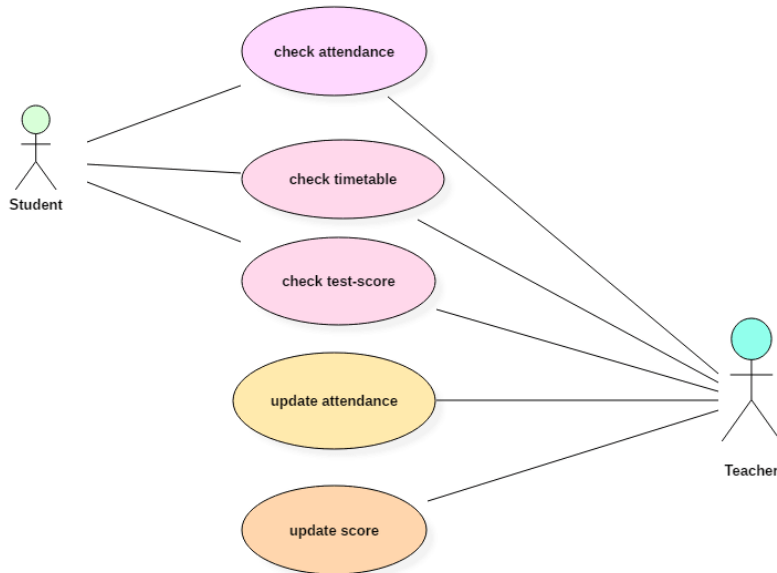


- System
 - Draw your system's boundaries using a rectangle that contains use cases. Place actors outside the system's boundaries.



- Relationship
 - A relationship is a connection between model elements.

Sample



Result:

Thus UML Use Case diagram for library management system is drawn successfully.

Ex6

