

The University of Melbourne
Department of Computer Science and Software Engineering
433-254 Software Design
Semester 2, 2003

Tutorial 9
Week 10

1. Discuss different symbols of Use Case Diagrams with suitable examples.
2. Drawing a Use Case Diagram for Project A (OzPress system):
 - a) identify actors, use cases, and relationships
 - b) draw a high level user case diagram
 - c) add include/extend relationships to create a detailed use-case diagram