Eliciting and Documenting Requirements with Use-Cases

Course Summary

Description

The course provides hands-on experience with use cases, today's most widely accepted method of requirements capture. The clear style and organization of use cases makes them well suited as a source of test cases; for communicating with both business stakeholders and developers; and as a preferred choice for persistent requirements documentation on both Waterfall and agile projects that need to 'persist' requirements for communication with non-agile teams and for future product changes.

In this course, you'll walk through the requirements elicitation and documentation process over the course of a project, implementing the 'use-case' approach used widely in the industry, methodologies and standards (e.g., the UML, RUP, MSF, Use-Case 2.0). You'll learn that 'use cases' are about much more than the documentation – that they are also an effective tool for structuring and facilitating elicitation events over the course of an IT Project. You'll learn how to phase in the analysis the 'use-case' way – starting from business use-case interviews that focus on business processes and services through to system use-case interviews that focus on user-IT interactions. The course also provides practical guidance on handling common analysis situations – such as how to model user authentication requirements, business rules and functional requirements when using the use-case approach.

Objectives

By the end of this course, participants will be able to:

- Identify the types of requirements that are included in the requirements documentation.
- Understand how use cases fit into the requirements package.
- Understand the relationship between the UML, Use Cases, Use Case 2.0 and agile.
- Plan and execute interview sessions to elicit requirements over the course of a project using the use-case approach.
- Document and model user requirements using the use-case approach.
- Create the following sections of use-case documentation:
  - Basic Flow
  - Alternate Flows
  - Preconditions
  - Post-conditions
- Gain the confidence and skills to employ business and system use cases for requirements capture.
- Be able to create documentation that conforms to the UML 2 standard.
- Know when and how to use these advanced use-case features: Extends, Includes
- Handle commonly-occurring business-requirements such as Log-In, IVR and geography-dependent Web-sites.
- Map use cases to other requirements documentation, such as the Data Model, Business Rules and Functional and Non-Functional Requirements.
- (Supplementary) Understand how BPMN is used within the context of the use-case approach.
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Course Summary (con’t)

Topics

- Introduction to Requirements Capture with Use Cases
- The Kick-off Meeting
- Analyze Business Use Cases
- Structure System Use Cases
- Describe System Use Cases/ Context and Basic Flow
- Describe System Use Cases/ Alternate and Exception Flows
- Describe Special Use Cases
- Map Use Cases to Other Project Models and Deliverables

Audience
This course is designed for:

- IT Business Analysts
- Project Leaders
- Facilitators who will be leading requirements gathering sessions
- Business Users who will be explaining business requirements to software developers
- Systems Analysts expanding their role into the business realm

Prerequisites

There are no prerequisites for this course.

Duration

Two days
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Course Outline

I. Introduction to Requirements Capture with Use Cases
   A. Business Analysis Planning and Monitoring

II. The Kick-off Meeting
   A. Business Analysis Planning and Monitoring
   B. Elicitation

III. Analyze Business Use Cases
     A. Strategy Analysis

IV. Structure System Use Cases
    A. Requirements Analysis and Design Definition

V. Describe System Use Cases/ Context and Basic Flow
   A. Requirements Analysis and Design Definition
   B. Elicitation

VI. Describe System Use Cases/ Alternate and Exception Flows
    A. Requirements Analysis and Design Definition
    B. Elicitation

VII. Describe Special Use Cases
     A. Requirements Lifecycle Management (maintain for reuse)
     B. Requirements Analysis and Design Definition

VIII. Map Use Case to Other Project Models and Deliverables
      A. Requirements Lifecycle Management (Trace Requirements)