Use Case Diagram Editor

Summary

The Editor provides a toolbar and an editing window to draw Use Cases Diagrams.

Description

1. Select: Enables selecting entities in the editing window. This key is usually applied for entities translation.

2. Marquee: Enables selecting multiple entities within an area. The difference with Select key is that entities are unmovable.

3. Note: Enables annotation.

4. Anchor to Note: Adds a connection link from a Note to an entity which the note describes.

5. Actor: Denotes an icon for executable entities. E.g. person, system..

6. Use Case: Icon for Use Case.

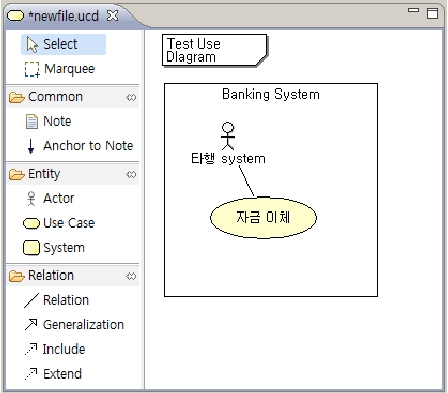
7. System: Marks a System area.

8. Relation: Adds a relation between entities.

9. Generalization: Denotes a generalization or inheritance in Use Case.

10. Include: Denotes an inclusive relationship in Use Case.

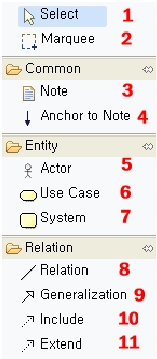
11. Extend: Denotes an extensive relationship in Use Case.



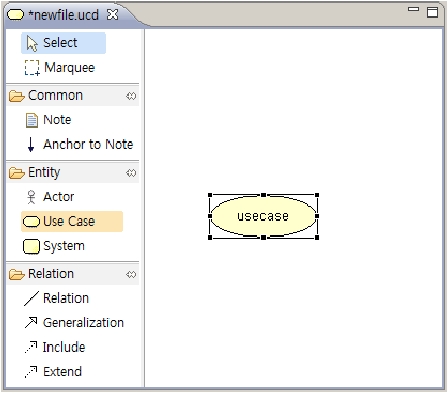
Manual

1. Create a new file by selecting eGovFrame > Analysis > New Usecase Diagram.

2. Select the Use Case Icon and drag into the editing window.







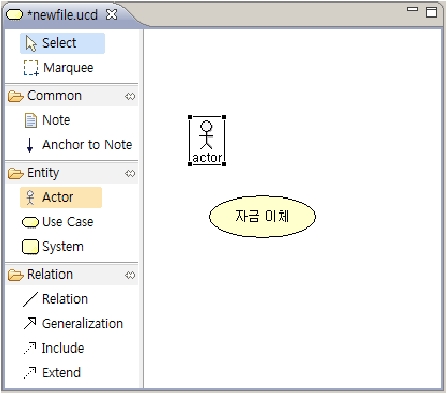
3. Double click to change the name of Use Case. [Money Transfer]

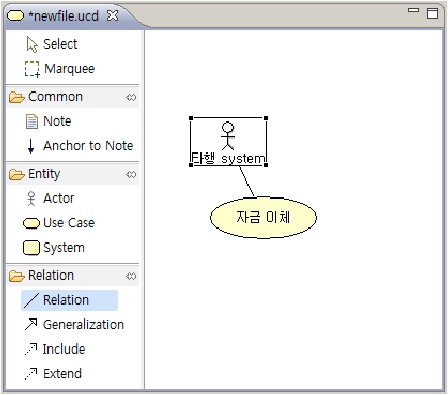
4. Drag Actor icon into editing window.

5. Double click Actor to change name. [Other banks system]

6. Select the Relation icon to create a relationship between Actor and Usecase.

7. Select the System icon, draw an area, and then add the System name.





Example

