

Semantics

Subject

System in a Context

Model element Categories

Classifiers|Events|Behaviour

Categories

- Structural
- Behavioral

Model Elements

Classifier

A set of object
- object = state + relationships to other objects

Events

- A set of possible occurrences
- A happening that has consequences

Behaviors

- A set of possible executions
- performance of set of actions

Use Case

Summary

- Capture requirement
- Represents a specification of a behaviour
- Provide some observable and valuable result

Elements

Actors | Use Cases | Associations

Associations

include|extend|inherit

Use Case (cont)

Extend

Complete base case
Optional extending use case
Optional extension condition |
Explicit extension point

Include

Base case incomplete
Included use case required
No inclusion condition | No explicit inclusion point

Generalization (Inheritance)

Incomplete OR complete base case
In case of incomplete base case, the special is required
No condition | No special extension point

