



How to Draw Use Case Diagram?

Written Date : April 18, 2016

Case Study

To demonstrate the idea of business goals identification more effectively, we will use a case study to guide you through this tutorial. Here is the background information for the case study:

With the aim of reducing teachers' workload, Hello World School is planning to introduce an online test system. During a meeting between an analyst and the principal, the principal expresses the requirements of the system to the analyst:

The principal wants an online system where teachers can create tests online and then assign them to any student at any time. Furthermore, students can take the assigned tests from the system, and teachers can assess the students' performance through the system. Most importantly, with this online system, teachers can re-use the tests in the future to save as much time and effort as possible.

A Use Case Diagram is useful in representing the relationships between different actors (e.g., teachers) and goals (e.g., to re-use the test in the future). Let's see how to draw a Use Case Diagram to visualize the business goals of this case.

What is a Use Case Diagram?

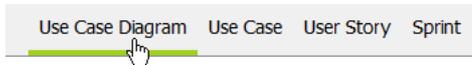
At its simplest, a Use Case Diagram acts as a blueprint that represents how various users interact with the system and provides an overview of the business goals. There are basically three main components to draw a Use Case Diagram: use case, actor, and association. A use case is actually simple wording, usually one or two words that concretely describe an objective user's goal in a system in order to earn measurable results of value. In other words, it is a summary of what the user wants. Moreover, an actor is the participant who interacts with the system to achieve the goal (as represented by a use case), and an association is used to portray the relationship between an actor and a use case.

Benefit of a Use Case Diagram

Since a single system usually involves more than one user and achieves multiple goals, one key benefit of using a Use Case Diagram is that it makes the presentation of user needs easier, helping everyone know what the whole system is about and saving time for producing detailed explanations in words.

Drawing a Use Case Diagram

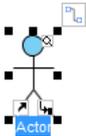
1. Open the Use Case Diagram page in UeXceler. If you are not currently opening UeXceler, select **UeXceler > UeXceler** from the toolbar first, and then open the **Use Case Diagram** page.



2. Let's draw the goals that can be achieved by the teacher first. Select **Actor** from the diagram toolbar.



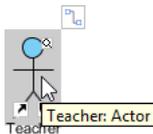
3. Click on the diagram to create an actor.



4. Enter *Teacher* as the name and press **Enter** to confirm the naming.



5. Move your mouse pointer over the actor.

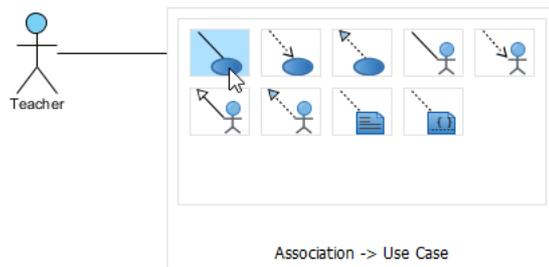


6. Click on the **Resource Catalog** button at the top right corner of the shape and drag it out.

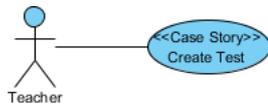


7. Release the mouse button at the place where you want the use case to be created.

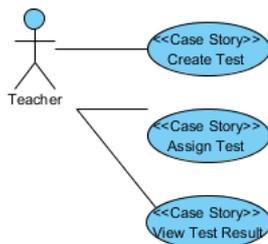
8. Select **Actor** -> **Use Case** from the Resource Catalog.



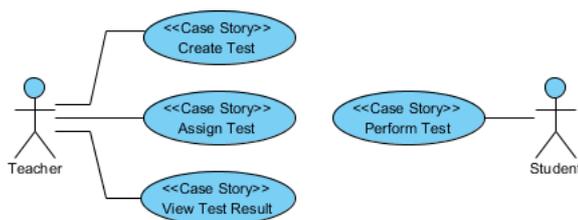
9. Enter *Create Test* as the name of the use case and press **Enter** to confirm.



10. Repeatedly create use cases *Assign Test* and *View Test Result*.



11. Draw actor *Student* and a use case *Perform Test*. Up to now, your use case diagram should look like this.



Related Links

- [Writing Effective Use Case](#)
- [What is a Use Case? - Visual Paradigm User's Guide](#)



Visual Paradigm home page
(<https://www.visual-paradigm.com/>)

Visual Paradigm tutorials
(<https://www.visual-paradigm.com/tutorials/>)