Detail Design:
Use-Case Design

Background on Use Case Design

- Have ‘done’ Architectural Design;
- You know the major (eleven) precepts of good design.
- Now, we drop down a level to Detail Design
- Now:
  - Use Case Design;
  - Subsystem Design, and
  - Class Design.
- All are very different and satisfy different purposes.
- After class design, you are ready to code.

Objectives: Use-Case Design (1 of 2)

- Start of 'Detail Design' – right above coding.
- Verify consistency in use-case implementation
  - 1. Verify that **all** necessary **behaviors** cited in the use case narratives have been distributed along the participating classes
    - See use case narratives and interaction diagrams
  - 2. Verify that all **associations** between design elements (classes and subsystems in layers and other components) needed for the **use case realizations** have been defined,
    - See layer architecture and components therein.