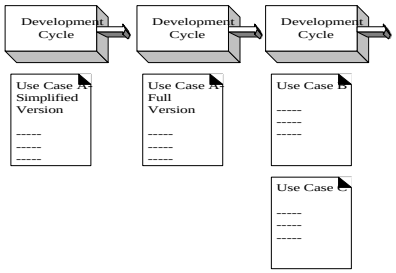
Ranking/Scheduling Use Cases

- Assuming all desired artifacts are generated:
  - Functional Specifications
  - Use Case Diagrams
- The next step is to transition to iterative devleopment
  - Build Phase
  - Start system implementation
- Each Development cycle implements one or more use cases

1

Development Cycles & Use Cases



2

Ranking Use Cases

- High ranking use cases have:
  - Significant impact on architectural design
  - Risky, time-critical, or complex functionality
  - Involve significant research or new technology
  - Represent primary line-of-business processes
  - Directly increases revenues or decreases costs
- Each one of these could be a column in a matrix to establish the rank order.

3

Ranking POST Use Cases

- High
  - Buy Items
    - Scores highest on point total scale
- Medium
  - Refund Items
    - Important business process; affects acctg./inventory
  - Add New Users
    - Affects the security domain

4

Ranking POST Use Cases (cont.)

- Medium (cont.)
  - Log In
    - Affects the security domain
- Low
  - Cash Out
    - Minimal affect on architecture
  - Start Up/Shut Down
    - Def'n is dependent on other use cases

5

"Start Up" Use Case

- Virtually all systems have one!
  - Should be at least partially addressed in the first development cycle, so that initialization can be assumed by other use cases.
- Must be incrementally developed in other develop cycles to satisfy the startup needs of other use cases.
- Initialization should be an issue in all cycles

6

POST Use Case Schedule

- 1st Development Cycle
  - Buy Items
    - too complex to do in one "Time Box" period
  - Start Up
- Decompose Buy Items into:
  - Buy Items-version 1 (cash pymts, no inventory)
  - Buy Items-version 2 (all pymt types accepted)
  - Buy Items-version 3 (include inventory, etc.)

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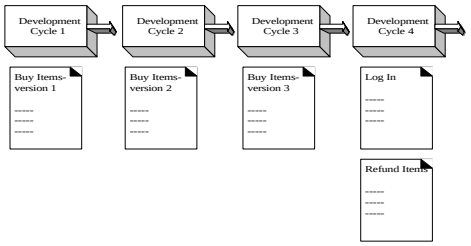
POST Development Cycle Plan



8

Buy Items - Version 1

- Cash payments only
- No inventory maintenance
- One store only (stand-alone)
- UPCs entered manually
- No tax calculation
- No coupons, discounts
- No Cashier login
- No ID of Customer
- No control of cash drawer
- Receipt has store name, date, time, and totals
- Sales recorded in a log
- See pp. 78-80 in text

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Transition to Build Phase

- Assuming we've completed expanding all critical use cases and assigned them to development cycles …
- We're slowly moving from the "Plan & Elaborate" phase to the "Build" phase
- Documents are being generated in parallel with this shift from `What` to `How`:
  - Functional Specs. for the development cycle
  - Design documents for the development cycle

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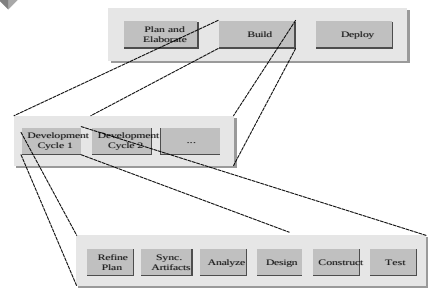
Transition to the Build Phase



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