

Course 074
3- 4 Days

Writing and Managing Use Cases with TopTeam Analyst

This practical course shows how capture and write effective Use Cases with the TopTeam Use Case and Requirements management tool. An overview of the capability of TopTeam given together with techniques for requirements capture and management with TopTeam. The course has extensive-hands-on practical session linked with solid presentations and discussions on business-aspects of converting from Requirements to Use Cases and practical aspects of Change control.

Course Objectives

- Explain how Use Cases are written and used.
- Explain the use of Use Cases to capture requirements
- Present successful Requirements capture techniques
- Explain how Functional and non-Functional requirements are related to Use cases
- Show how Business Rules can be captured within Use Cases and directly used by Developers
- Introduce TopTeam configuration and management
- Show how TopTeam manages Requirements and linked Use Cases
- Show how TopTeam animates prototypes
- Explain how to get to the next stage... Class Design from TopTeam

Audience

- Management wanting to familiarize themselves with Use Case technology
- Analysts needing to define Use Cases or Use Case processes
- Technical staff needing to understand Use Cases

Prerequisites

- Some knowledge of product specification and requirements capture
- Some experience of software development processes

Timetable

Register at 09:00 for 09:30 start.
Finish at 17:00.

Presentation Style

Lectures, demonstrations and group discussions.

Dates and Venues

Refer to *Course Schedules*.

Course 074
3- 4 Days

Writing and Managing Use Cases with TopTeam Analyst

The course covers:

Introduction to the UML

- Use Cases in Context
- The Surrounding Business Process
- What comes after Use Cases?
- What is UML 2.0?
- Is there a UML Method?
- Project Management and Use Cases
- Use-case driven testing
- Limitations of Use Cases
- Non-functional Requirements
- GUI Design

Requirements Capture

- Methods of capture and management
- Prototyping
- Relationships to Use Cases
- The Use Case ToC
- TopTeam Requirements Management Overview

Introduction to TopTeam

- Overview
- The Repository
- Setting up a Project
- Document Management

The Use Case Templates

- Use Case Tailoring in TopTeam
- Writing your First Use Case
- What more do we need?

Capturing Business Rules

- Structured English and Pseudo-code
- Decision Tables
- Rule-based systems
- Closing the gap between Developers and Analysts

Estimation with Use Cases

- Task description in TopTeam
- Effort estimation
- Project Manager reporting

Writing Powerful Use Cases

- Identifying ALL Actors with TopTeam
- Specifying Requirements and linking them to Use Cases
- Use Case Diagramming
- Screen-shot animation
- The Prototyping Features of TopTeam
- Automatic Activity Diagramming and Animation

Document Management

- The Repository
- Document Versioning
- Change Control and Versioning
- Document selection and generation
- Locking Use Cases
- Baselining
- Release Features and Planning
- Traceability

TestCases

- Generating Test cases
- Generating Scenarios

TopTeam Architecture

- Multi-tier architecture
- Database platforms
- Backup and data migration
- TopTeam management

The TopTeam Process

- Agile or not?
- Requirements
- Prototyping / Animation
- Use Cases- heavy and light
- Test and Activity diagramming

Next Steps

- Moving to Classes
- Robustness Analysis
- Class Diagramming
- Patterns
- Release control

Summary

- Next Steps
- Summary and Conclusion