

Engenharia de Software - 2024/25

Lab#6 - UML - Use Case, Sequence & Activity Diagrams

1. Determine use cases related with an online pizza ordering and delivery (suggested actors: customer, employee, delivery boy, manager).
2. Determine use cases related with a parking lot management (suggested actors: customer, employee, manager).
3. Develop sequence diagrams related with an online pizza ordering and delivery.
4. Develop sequence diagrams related with the parking lot management.
5. Develop activity diagrams related with an online pizza ordering and delivery.
6. Develop activity diagrams related with the parking lot management.
7. Develop use case, sequence and activity diagrams showing the interactions involved when a student registers for a course in a university. Courses may have limited enrolment, so the registration process must include checks that places are available. Assume that the student accesses an electronic course catalog to find out about available courses.
8. Based on user and system requirements and use case diagrams (implemented in Lab#5), design the subsequent sequence and activity diagrams.