CO457 Business Modelling

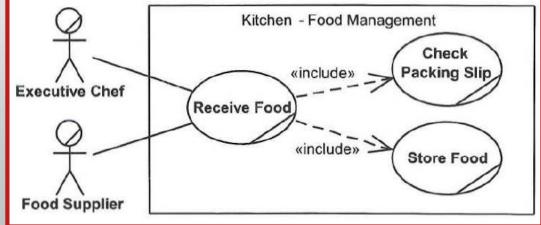
Module Week 6

Use-Case Models

Refined Business Use Cases

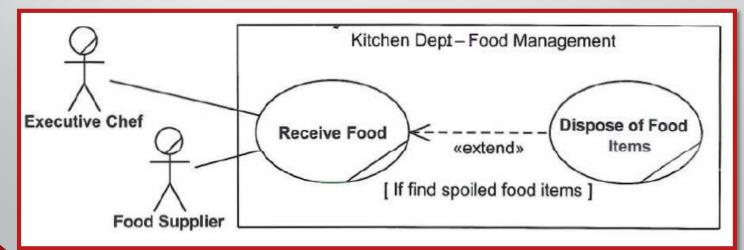
A Refined-Level Use-Case Diagram

- At the context level, a use case is a main process performed by the business to reach an actor's goal
- A sub-process is a means by which the main process can be achieved
 - Is done as part of the main process
 - Addresses an actor's sub-goal
 - Is mode led with an « include» relationship on a refined use case diagram



A Refined-Level Use-Case Diagram

- Use the «extend» relationship if a sub-process is optional
 - Based on some condition being true
 - Like an alternate flow that has its own internal complexity
- When receiving food, if the executive chef finds spoiled food items
 - The Dispose of Food Items process is performed



Fully Dressed Use Case: Additional Information

- Additional optional sections in a fully dressed use case description
- A refined use case diagram
 - Using «include», «extend», and generalization relationships
- A process flow diagram
 - Illustrating all of the scenarios
- Performance requirements
- Business rules

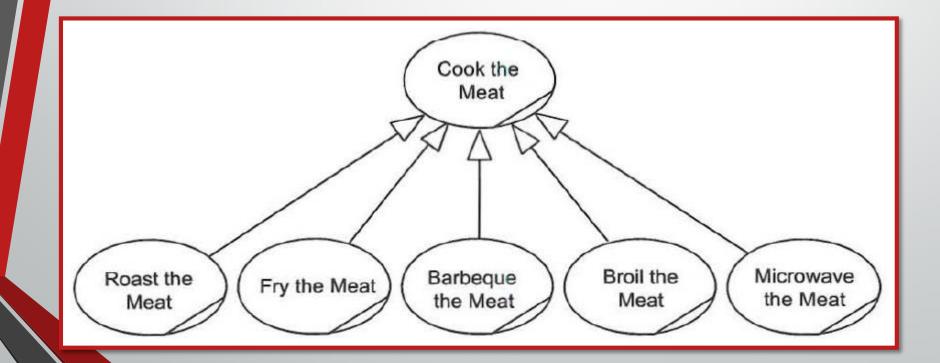
Fully Dressed Use Case: Additional Information

- The business interface being used
 - For example, phone, packing slip
- Special requirements
 - Supplementary requirements specific to this use case
- Data requirements specific to this use case
- References to source material and other related documents

Generalisation Between Use Cases

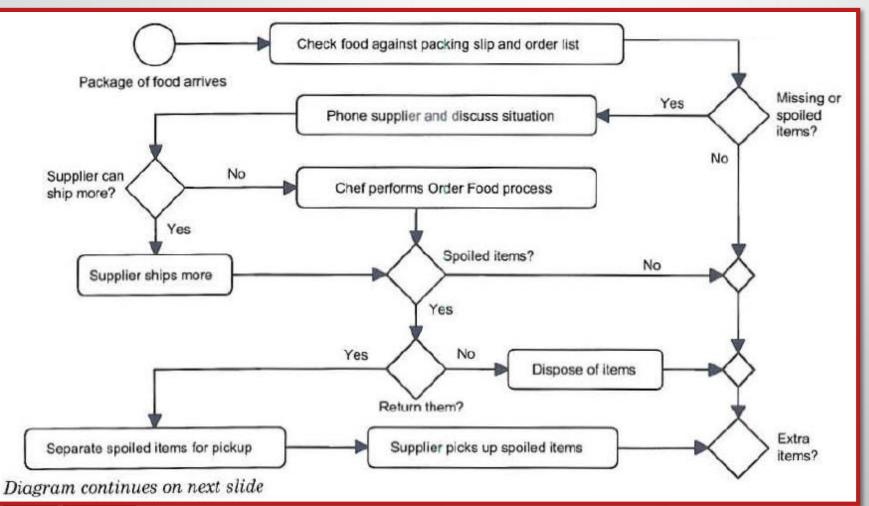
• If there is more than one way of achieving the goal

Use generalisation



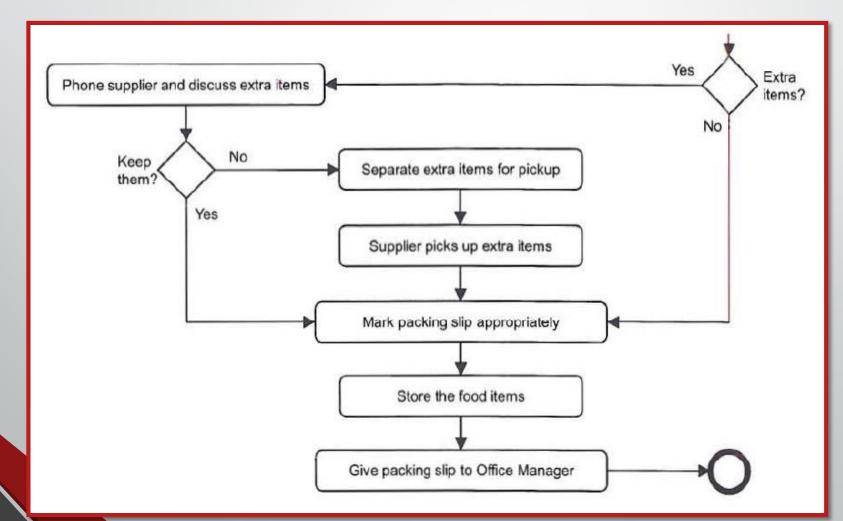
A Process Flow Diagram

Receive Food process now diagram



A Process Flow Diagram

Receive Food process flow diagram (continued)



Performance Requirements

Actor population size

- There are seven servers
- Growth rate of the actor population
 - The number of servers rarely changes

• Frequency of use case occurrence

- Peak occurrence
 - On Saturday evening, the kitchen produces 45 meals per hour at peak capacity
- Daily, weekly, monthly, or yearly patterns

Growth rate of occurrence

 The average number of main courses prepared on Saturday night is increasing by two every month

Performance Requirements

Alternate flow branching ratios

 The chance of finding spoiled food items when ordering is 1 percent

Response times

- Average duration to complete
 - The average meal preparation time is 15 minutes
 - The average time to load the dishwasher is four minutes
- Expected duration to complete
 - 98 percent of all meals shall be prepared within 25 minutes
 - 95 percent of dishwasher loads should be done within five minutes

Modelling Business Processes

- There are many process and workflow modelling techniques
 - Flowcharts were invented in 1921 by Frank Gilbreth
 - Formalized in 1947 by American Society of Mechanical Engineers
 - Line Of Visibility Enterprise Modelling (LOVEM)
 - Developed by IBM (see Article PDF in this weeks folder on Blackboard)

- Integrated DEFinition (IDEFC)
 - Process Description Capture
 - One of many U.S. Air Force funded modelling diagrams
- Activity diagrams
 - UML diagram for IT process modelling
- All can be used to design business processes and workflows
- OMG has standardised the business process diagram with BPMN

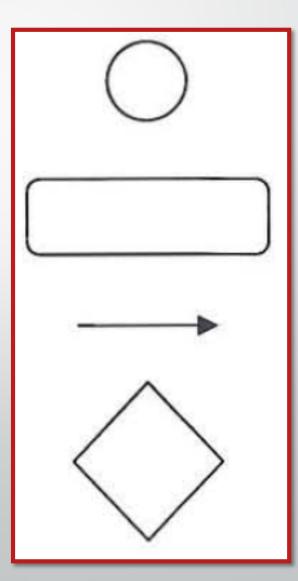
Business Process Modelling Notation

- Developed by the Business Process Management Initiative
 - Merged with OMG in 2005
- Maintained by OMG
- Provides a notation to draw Business Process Diagrams (BPD)

- A business process diagram describes a business process
- A business process is a collection of related, structured activities that produce a service or product that meets the needs of a client
 - A business use case
 - A cross-functional map

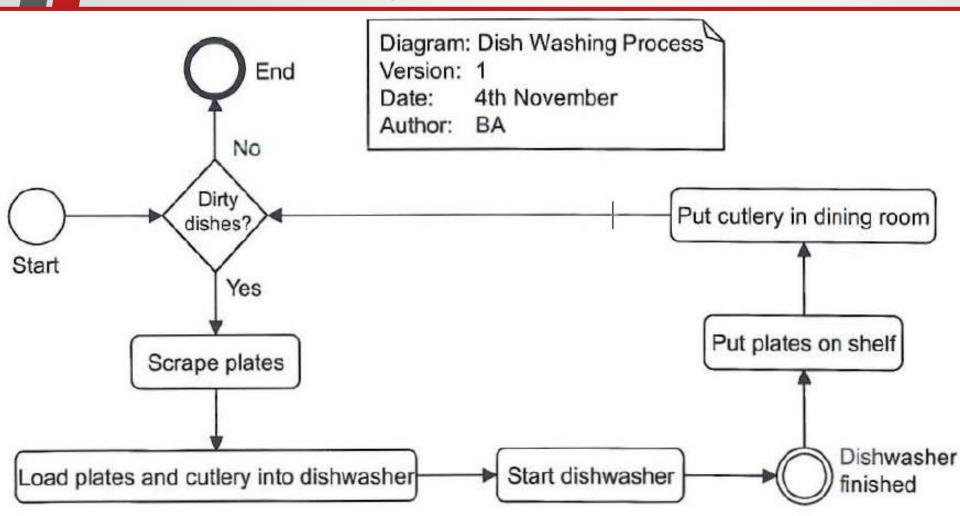
Business Process Diagram

- A basic business process diagram contains:
- Start and end points
 - Events
 - Circles
- A sequence of steps
 - Activities
 - Boxes
 - Sequence flow
 - Arrows
- Decisions
 - Gateways
 - Diamonds



Business Process Diagram: Example

Kitchen BPD example:



Business Process Modelling Notation

- BPMN contains four types of modelling elements
 - Flow objects are the main behavioural elements
 - Events
 - Activities
 - Gateways
 - Connecting objects are arrows
 - Sequence flow
 - Message flow
 - Association
 - Swim lanes for grouping the flow and connecting objects
 - Artefacts for providing additional information on the diagram
 - Data object
 - Group

