various format templates are available for detailed use cases. Probably the most widely used and shared format, since the early 1990s, is the template available on the Web at alistair.cockburn.us, created by Alistair Cockburn, the author of the most popular book and approach to use-case modeling. The following example illustrates this style.

First, here's the template:

<table>
<thead>
<tr>
<th>Use Case Section</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Use Case Name</td>
<td>Start with a verb.</td>
</tr>
<tr>
<td>Scope</td>
<td>The system under design.</td>
</tr>
<tr>
<td>Level</td>
<td>&quot;user-goal&quot; or &quot;subfunction&quot;</td>
</tr>
<tr>
<td>Primary Actor</td>
<td>Calls on the system to deliver its services.</td>
</tr>
<tr>
<td>Preconditions</td>
<td>What must be true on start, and worth telling the reader?</td>
</tr>
<tr>
<td>Success Guarantee</td>
<td>What must be true on successful completion, and worth telling the reader.</td>
</tr>
<tr>
<td>Main Success Scenario</td>
<td>A typical, unconditional happy path scenario of success.</td>
</tr>
<tr>
<td>Extensions</td>
<td>Alternate scenarios of success or failure.</td>
</tr>
</tbody>
</table>

**Use Case UC1: Process Sale**

Scope: NextGen POS application  
Level: user goal  
Primary Actor: Cashier

Preconditions: Cashier is identified and authenticated.  
Success Guarantee (or Postconditions): Sale is saved. Tax is correctly calculated. Accounting and Inventory are updated. Commissions recorded. Receipt is generated. Payment authorization approvals are recorded.
Main Success Scenario (or Basic Flow):
1. Customer arrives at POS checkout with goods and/or services to purchase.
2. Cashier starts a new sale.
3. Cashier enters item identifier.
4. System records sale line item and presents item description, price, and running total.
   Price calculated from a set of price rules.
   *Cashier repeats steps 3-4 until indicates done.*
5. System presents total with taxes calculated.
6. Cashier tells Customer the total, and asks for payment.
7. Customer pays and System handles payment.
8. System logs completed sale and sends sale and payment information to the external
   Accounting system (for accounting and commissions) and Inventory system (to
   update inventory).
10. Customer leaves with receipt and goods (if any).

Extensions (or Alternative Flows):
*a. At any time, Manager requests an override operation:
   1. System enters Manager-authorized mode.
   2. Manager or Cashier performs one Manager-mode operation. e.g., cash balance
      change, resume a suspended sale on another register, void a sale, etc.
   3. System reverts to Cashier-authorized mode.
*b. At any time, System fails:
   To support recovery and correct accounting, ensure all transaction sensitive state
   and events can be recovered from any step of the scenario.
   1. Cashier restarts System, logs in, and requests recovery of prior state.
   2. System reconstructs prior state.
      2a. System detects anomalies preventing recovery:
         1. System signals error to the Cashier, records the error, and enters a clean
            state.
         2. Cashier starts a new sale.
   1a. Customer or Manager indicate to resume a suspended sale.
      1. Cashier performs resume operation, and enters the ID to retrieve the sale.
      2. System displays the state of the resumed sale, with subtotal.
      2a. Sale not found.
         1. System signals error to the Cashier.
         2. Cashier probably starts new sale and re-enters all items.
      3. Cashier continues with sale (probably entering more items or handling payment).
   2-4a. Customer tells Cashier they have a tax-exempt status (e.g., seniors, native peo-
      1. Cashier verifies, and then enters tax-exempt status code.
      2. System records status (which it will use during tax calculations)
   3a. Invalid item ID (not found in system):
      1. System signals error and rejects entry.
      2. Cashier responds to the error:
         2a. There is a human-readable item ID (e.g., a numeric UPC):
            1. Cashier manually enters the item ID.
            2. System displays description and price.
         2b. There is no item ID, but there is a price on the tag:
            1. Cashier asks Manager to perform an override operation.
2. Managers performs override.
3. Cashier indicates manual price entry, enters price, and requests standard taxation for this amount (because there is no product information, the tax engine can't otherwise deduce how to tax it)
   2c. Cashier performs Find Product Help to obtain true item ID and price.
   2d. Otherwise, Cashier asks an employee for the true item ID or price, and does either manual ID or manual price entry (see above).
3b. There are multiple of same item category and tracking unique item identity not important (e.g., 5 packages of veggie-burgers):
   1. Cashier can enter item category identifier and the quantity.
3c. Item requires manual category and price entry (such as flowers or cards with a price on them):
   1. Cashier enters special manual category code, plus the price.
3-6a: Customer asks Cashier to remove (i.e., void) an item from the purchase:
   This is only legal if the item value is less than the void limit for Cashiers, otherwise a Manager override is needed.
   1. Cashier enters item identifier for removal from sale.
   2. System removes item and displays updated running total.
      -2a. Item price exceeds void limit for Cashiers:
          1. System signals error, and suggests Manager override.
          2. Cashier requests Manager override, gets it, and repeats operation.
3-6b. Customer tells Cashier to cancel sale:
   1. Cashier cancels sale on System.
3-6c. Cashier suspends the sale:
   1. System records sale so that it is available for retrieval on any POS register.
   2. System presents a “suspend receipt” that includes the line items, and a sale ID used to retrieve and resume the sale.
4a. The system supplied item price is not wanted (e.g., Customer complained about something and is offered a lower price):
   1. Cashier requests approval from Manager.
   2. Manager performs override operation.
   4. System presents new price.
5a. System detects failure to communicate with external tax calculation system service:
   1. System restarts the service on the POS node, and continues.
      1a. System detects that the service does not restart.
          1. System signals error.
          2. Cashier may manually calculate and enter the tax, or cancel the sale.
5b. Customer says they are eligible for a discount (e.g., employee, preferred customer):
   1. Cashier signals discount request.
   2. Cashier enters Customer identification.
   3. System presents discount total, based on discount rules.
5c. Customer says they have credit in their account, to apply to the sale:
   1. Cashier signals credit request.
   2. Cashier enters Customer identification.
   3. Systems applies credit up to price=0, and reduces remaining credit.
6a. Customer says they intended to pay by cash but don't have enough cash:
   1. Cashier asks for alternate payment method.
      1a. Customer tells Cashier to cancel sale. Cashier cancels sale on System.
7a. Paying by cash:
1. Cashier enters the cash amount tendered.
2. System presents the balance due, and releases the cash drawer.
3. Cashier deposits cash tendered and returns balance in cash to Customer.
4. System records the cash payment.

7b. Paying by credit:
1. Customer enters their credit account information.
2. System displays their payment for verification.
3. Cashier confirms.
   3a. Cashier cancels payment step:
       1. System reverts to "item entry" mode.
   4. System sends payment authorization request to an external Payment Authorization Service System, and requests payment approval.
   4a. System detects failure to collaborate with external system:
       1. System signals error to Cashier.
       2. Cashier asks Customer for alternate payment.
   5. System receives payment approval, signals approval to Cashier, and releases cash drawer (to insert signed credit payment receipt).
   5a. System receives payment denial:
       1. System signals denial to Cashier.
       2. Cashier asks Customer for alternate payment.
   5b. Timeout waiting for response:
       1. System signals timeout to Cashier.
   6. Cashier may try again, or ask Customer for alternate payment.
   7. System records the credit payment, which includes the payment approval.
   9. If signature on paper receipt, Cashier places receipt in cash drawer and closes it.

7c. Paying by check...

7d. Paying by debit...

7e. Cashier cancels payment step:
   1. System reverts to "item entry" mode.

7f. Customer presents coupons:
   1. Before handling payment, Cashier records each coupon and System reduces price as appropriate. System records the used coupons for accounting reasons.
      1a. Coupon entered is not for any purchased item:
          1. System signals error to Cashier.

9a. There are product rebates:
   1. System presents the rebate forms and rebate receipts for each item with a rebate.

9b. Customer requests gift receipt (no prices visible):
   1. Cashier requests gift receipt and System presents it.

9c. Printer out of paper.
   1. If System can detect the fault, will signal the problem.
   2. Cashier replaces paper.
   3. Cashier requests another receipt.
What do the Sections Mean?

Preface Elements

Scope

The scope bounds the system (or systems) under design. Typically, a use case describes use of one software (or hardware plus software) system; in this case it is known as a system use case. At a broader scope, use cases can also describe how a business is used by its customers and partners. Such an enterprise-level process description is called a business use case and is a good example of the wide applicability of use cases, but they aren’t covered in this introductory book.

Level

In Cockburn’s system, use cases are classified as at the user-goal level or the subfunction level, among others. A user-goal level use case is the common kind that describe the scenarios to fulfill the goals of a primary actor to get work done; it roughly corresponds to an elementary business process (EBP) in business process engineering. A subfunction-level use case describes substeps required to support a user goal, and is usually created to factor out duplicate substeps shared by several regular use cases (to avoid duplicating common text); an example is the subfunction use case Pay by Credit, which could be shared by many regular use cases.

Primary Actor

The principal actor that calls upon system services to fulfill a goal.
Preconditions and Success Guarantees (Postconditions)

First, don't bother with a precondition or success guarantee unless you are stating something non-obvious and noteworthy, to help the reader gain insight. Don't add useless noise to requirements documents.

Preconditions state what must always be true before a scenario is begun in the use case. Preconditions are not tested within the use case; rather, they are conditions that are assumed to be true. Typically, a precondition implies a scenario of another use case, such as logging in, that has successfully completed. Note that there are conditions that must be true, but are not worth writing, such as “the system has power.” Preconditions communicate noteworthy assumptions that the writer thinks readers should be alerted to.

Success guarantees (or postconditions) state what must be true on successful completion of the use case—either the main success scenario or some alternate path. The guarantee should meet the needs of all stakeholders.

| Preconditions: Cashier is identified and authenticated. 
| Success Guarantee (Postconditions): Sale is saved. Tax is correctly calculated. Accounting and Inventory are updated. Commissions recorded. Receipt is generated. |

Main Success Scenario and Steps (or Basic Flow)

This has also been called the “happy path” scenario, or the more prosaic “Basic Flow” or “Typical Flow.” It describes a typical success path that satisfies the interests of the stakeholders. Note that it often does not include any conditions or branching. Although not wrong or illegal, it is arguably more comprehensible and extendible to be very consistent and defer all conditional handling to the Extensions section.

Guideline

Defer all conditional and branching statements to the Extensions section.

The scenario records the steps, of which there are three kinds:

1. An interaction between actors.³
2. A validation (usually by the system).
3. A state change by the system (for example, recording or modifying something).

³. Note that the system under discussion itself should be considered an actor when it plays an actor role collaborating with other systems.
Step one of a use case does not always fall into this classification, but indicates the trigger event that starts the scenario.

It is a common idiom to always capitalize the actors' names for ease of identification. Observe also the idiom that is used to indicate repetition.

**Main Success Scenario:**
1. Customer arrives at a POS checkout with items to purchase.
2. Cashier starts a new sale.
3. Cashier enters item identifier.
4. ...
   Cashier repeats steps 3-4 until indicates done.
5. ...

**Extensions (or Alternate Flows)**

Extensions are important and normally comprise the majority of the text. They indicate all the other scenarios or branches, both success and failure. Observe in the fully dressed example that the Extensions section was considerably longer and more complex than the Main Success Scenario section; this is common.

In thorough use case writing, the combination of the happy path and extension scenarios should satisfy "nearly" all the interests of the stakeholders. This point is qualified, because some interests may best be captured as non-functional requirements expressed in the Supplementary Specification rather than the use cases. For example, the customer's interest for a visible display of descriptions and prices is a usability requirement.

Extension scenarios are branches from the main success scenario, and so can be notated with respect to its steps 1...N. For example, at Step 3 of the main success scenario there may be an invalid item identifier, either because it was incorrectly entered or unknown to the system. An extension is labeled "3a"; it first identifies the condition and then the response. Alternate extensions at Step 3 are labeled "3b" and so forth.

**Extensions:**
3a. Invalid identifier:
   1. System signals error and rejects entry.
3b. There are multiple of same item category and tracking unique item identifier not important (e.g., 5 packages of veggie-burgers):
   1. Cashier can enter item category identifier and the quantity.

An extension has two parts: the condition and the handling.

**Guideline:** When possible, write the condition as something that can be detected by the system or an actor. To contrast:

5a. System detects failure to communicate with external tax calculation system service:
5b. External tax calculation system not working:
6 - USE CASES

The former style is preferred because this is something the system can detect; the latter is an inference.

Extension handling can be summarized in one step, or include a sequence, as in this example, which also illustrates notation to indicate that a condition can arise within a range of steps:

3-6a: Customer asks Cashier to remove an item from the purchase:
1. Cashier enters the item identifier for removal from the sale.
2. System displays updated running total.

At the end of extension handling, by default the scenario merges back with the main success scenario, unless the extension indicates otherwise (such as by halting the system).

Sometimes, a particular extension point is quite complex, as in the “paying by credit” extension. This can be a motivation to express the extension as a separate use case.

This extension example also demonstrates the notation to express failures within extensions.

7b. Paying by credit:
1. Customer enters their credit account information.
2. System sends payment authorization request to an external Payment Authorization Service System, and requests payment approval.
   2a. System detects failure to collaborate with external system:
       1. System signals error to Cashier.
       2. Cashier asks Customer for alternate payment.

If it is desirable to describe an extension condition as possible during any (or at least most) steps, the labels *a, *b, ..., can be used.

*a. At any time, System crashes:
   In order to support recovery and correct accounting, ensure all transaction sensitive state and events can be recovered at any step in the scenario.
1. Cashier restarts the System, logs in, and requests recovery of prior state.
2. System reconstructs prior state.

Performing Another Use Case Scenario

Sometimes, a use case branches to perform another use case scenario. For example, the story Find Product Help (to show product details, such as description, price, a picture or video, and so on) is a distinct use case that is sometimes performed while within Process Sale (usually when the item ID can’t be found). In
WHAT DO THE SECTIONS MEAN?

Cockburn notation, performing this second use case is shown with underlining, as this example shows:

3a. Invalid item ID (not found in system):
   1. System signals error and rejects entry.
   2. Cashier responds to the error:
      2a. ...
      2c. Cashier performs Find Product Help to obtain true item ID and price.

Assuming, as usual, that the use cases are written with a hyperlinking tool, then clicking on this underlined use case name will display its text.