

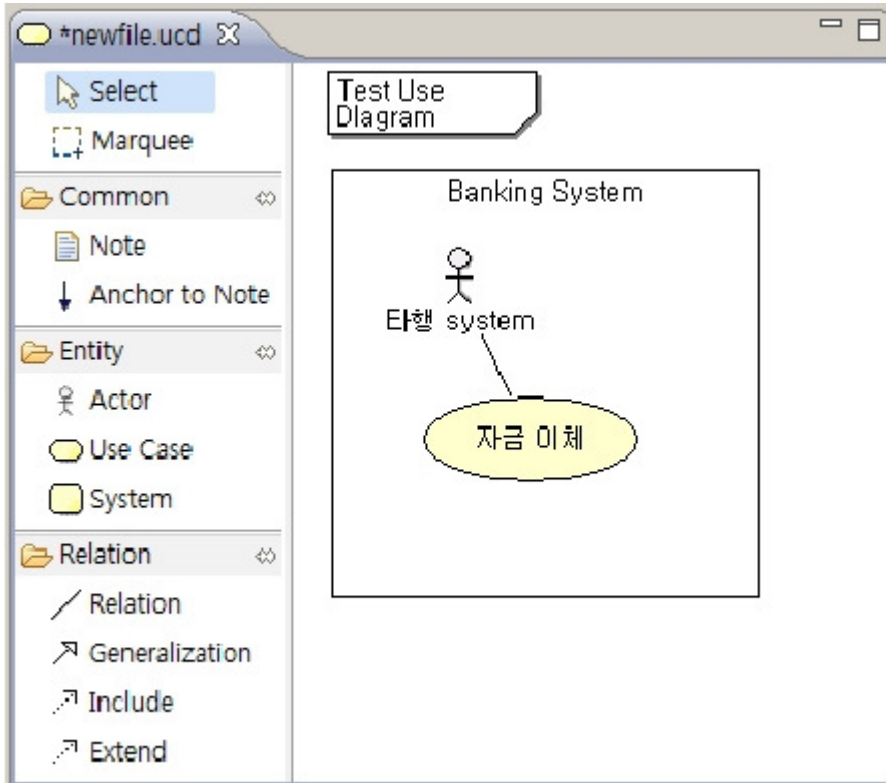
# Use Case Diagram Editor

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## Summary

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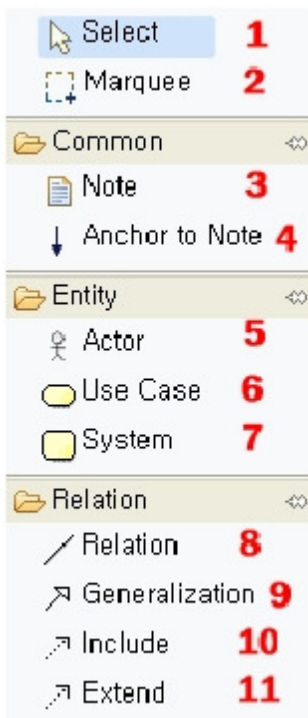
The Editor provides a toolbar and an editing window to draw Use Cases Diagrams.



## Description

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1. Select: Enables selecting entities in the editing window. This key is usually applied for entities translation.
2. Marquee: Enables selecting multiple entities within an area. The difference with Select key is that entities are unmovable.
3. Note: Enables annotation.
4. Anchor to Note: Adds a connection link from a Note to an entity which the note describes.
5. Actor: Denotes an icon for executable entities. E.g. person, system..
6. Use Case: Icon for Use Case.
7. System: Marks a System area.
8. Relation: Adds a relation between entities.
9. Generalization: Denotes a generalization or inheritance in Use Case.
10. Include: Denotes an inclusive relationship in Use Case.
11. Extend: Denotes an extensive relationship in Use Case.



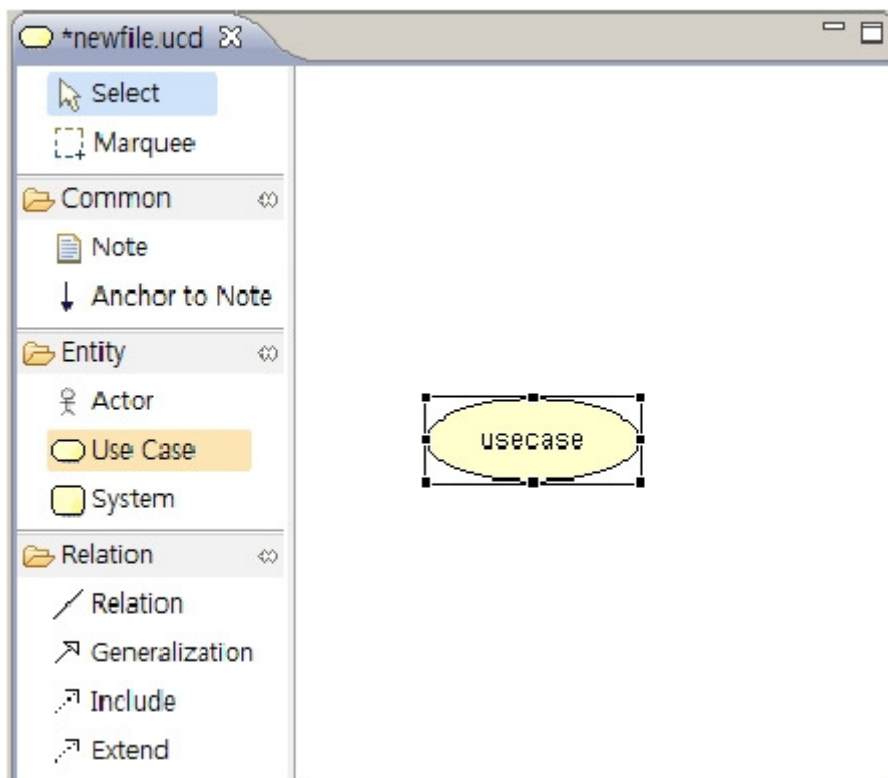
## Manual

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1. Create a new file by selecting eGovFrame > Analysis > New Usecase Diagram.

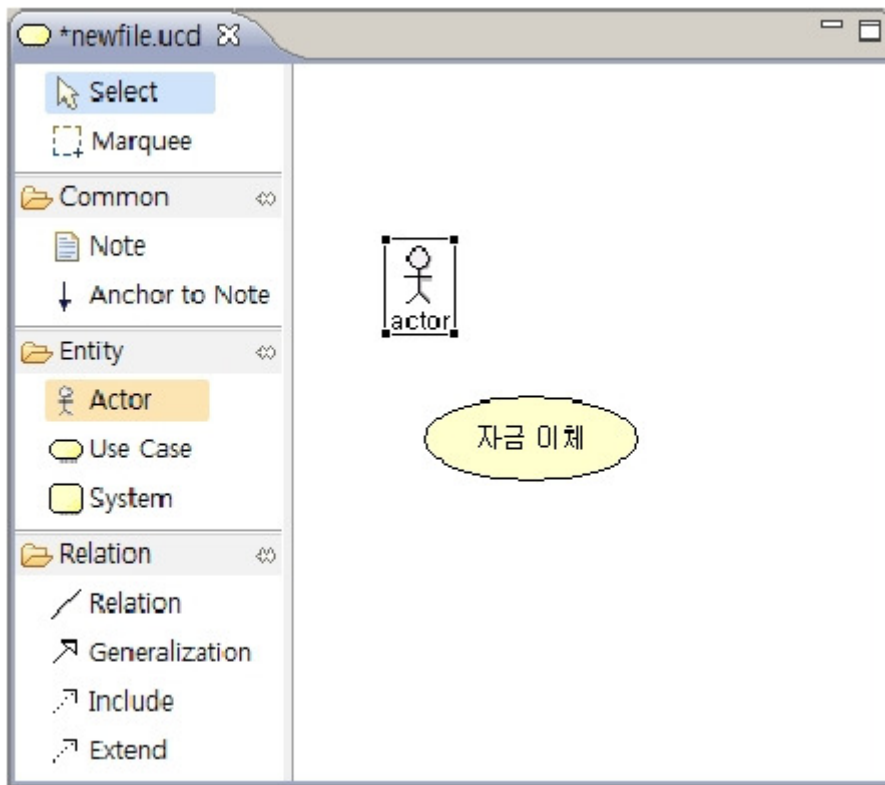


2. Select the Use Case Icon and drag into the editing window.



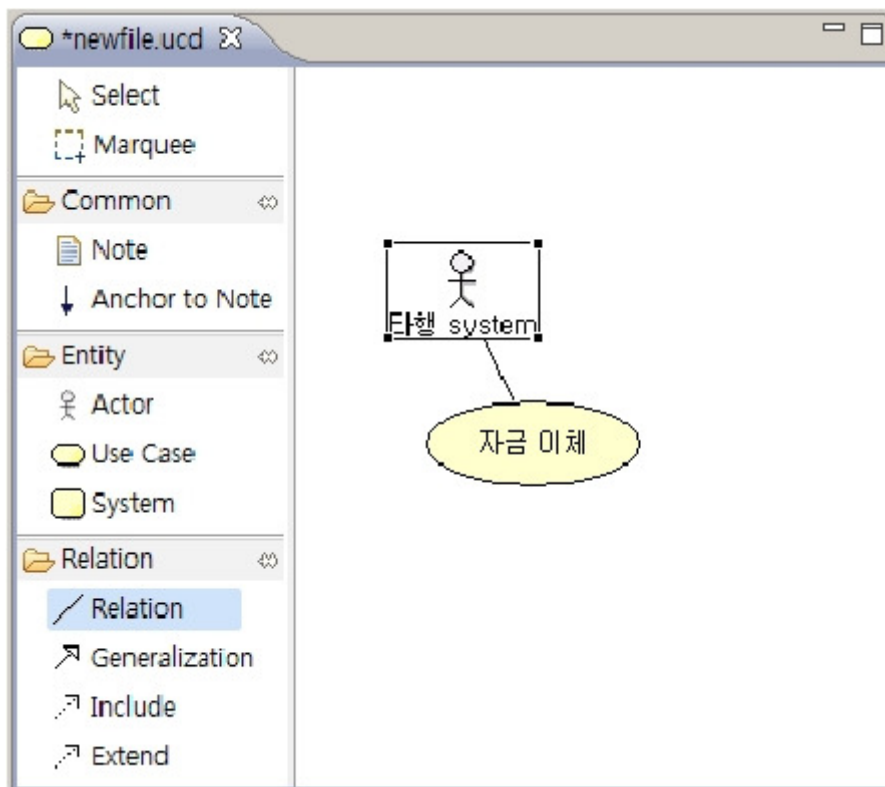
3. Double click to change the name of Use Case. [Money Transfer]

4. Drag Actor icon into editing window.

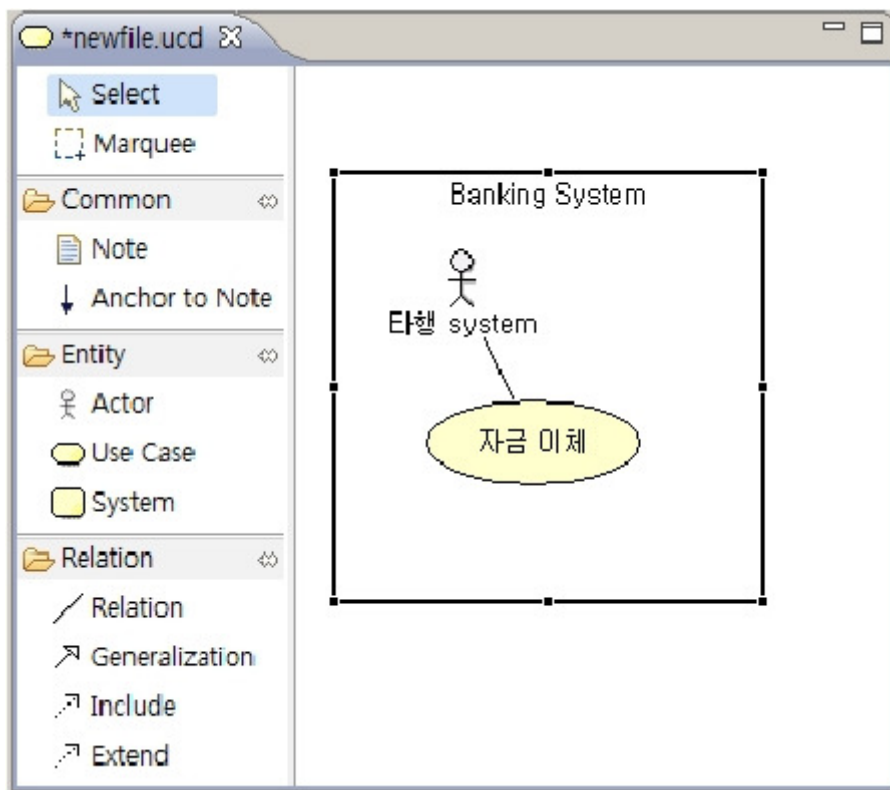


5. Double click Actor to change name. [Other banks system]

6. Select the Relation icon to create a relationship between Actor and Usecase.



7. Select the System icon, draw an area, and then add the System name.



## Example

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Test Use Diagram

