Category name:

GUI

Global: No
Subsystem: none

Category name:

Games

Global: No
Subsystem: none

Class name:

real Human Player

Category: Use Case View
Stereotype: Actor
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: none
Associations:

<no rolename> : Player selects EXIT from the menu in association
<no rolename> : Player selects a position on the Game Board and clicks in association
<no rolename> : Player reads the message signaling the end of a game in association

State machine: No
Concurrency: Sequential
Persistence: Transient

Use Case name:

Player selects EXIT from the menu

Category: Use Case View
Abstract: No
State machine: No
Associations:

<no rolename> : real Human Player in association

Use Case name:

Player selects a position on the Game Board and clicks

Category: Use Case View
Abstract: No
State machine: No
Associations:

<no rolename> : real Human Player in association

Use Case name:

Player reads the message signaling the end of a game

Category: Use Case View
Abstract: No
State machine: No
Associations:

<no rolename> : real Human Player in association

Use Case name:

Player has won the game

Category: Use Case View
Abstract: No
State machine: No
Generalization:
Player reads the message signaling the end of a game

Use Case name:

Player has lost the game

Category: Use Case View
Abstract: No
State machine: No
Generalization:
Player reads the message signaling the end of a game

Use Case name:

Player has tied the game

Category: Use Case View
Abstract: No
State machine: No
Generalization:
Player reads the message signaling the end of a game

Use Case name:

Player selects unoccupied position

Category: Use Case View
Abstract: No
State machine: No
Generalization:
Player selects a position on the Game Board and clicks

Use Case name:

Player selects occupied position

Category: Use Case View
Abstract: No
State machine: No
Generalization:
Player selects a position on the Game Board and clicks

Use Case name:

Player selects when it is not his turn

Category: Use Case View
Abstract: No
State machine: No
Generalization:
Player selects unoccupied position

Use Case name:

Player selects when it is his turn

Category: Use Case View
Abstract: No
State machine: No
Generalization:
Player selects unoccupied position

Association:

Derived: No
Direction: <non-directional>
Association Class: none

Role:
Use Case: Player selects EXIT from the menu
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Role:
Class: real Human Player
Cardinality / Multiplicity:
Navigable: No
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Association:

Derived: No
Direction: <non-directional>
Association Class: none

Role:
Use Case: Player selects a position on the Game Board and clicks
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Role:
Class: real Human Player
Cardinality / Multiplicity:
Navigable: No
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Association:

Derived: No
Direction: <non-directional>
Association Class: none

Role:
Use Case: Player reads the message signaling the end of a game
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Role:
Class: real Human Player
Cardinality / Multiplicity:
Navigable: No
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified