



HIERARCHY 4.0

Use case diagram

Introduction

The general purpose of the present use case diagram is to illustrate various ways users can interact with a system.

The diagram is presented by system functions: Dynamic Data, Commissioning, Maintenance, Dashboard and Layers.

Before reading the diagram the following key terms should be considered:

> **Use Case** – a visible interaction between an actor and the system. It outlines, from a user's point of view, a system's behavior as it responds to a request.

Paths that can be taken to achieve a specific goal are represented as a visual model (use case diagram).

The present visual model is the system use case, which describes the interaction between an actor and a software application (HIERARCHY 4.0).

The central part of diagram lists the end result of use case = goal.

> **Actor** – any person that uses or interacts with the system (HIERARCHY 4.0) to achieve a goal.

In the present use case diagram all actors are given the same role to represent their interactions with the system, namely primary actor who initiates a use case.

> **System** – web-based application HIERARCHY 4.0, developed by Key Solution, to support all users to easily upgrade and optimize the control system configuration, increasing its performance, security and reliability.

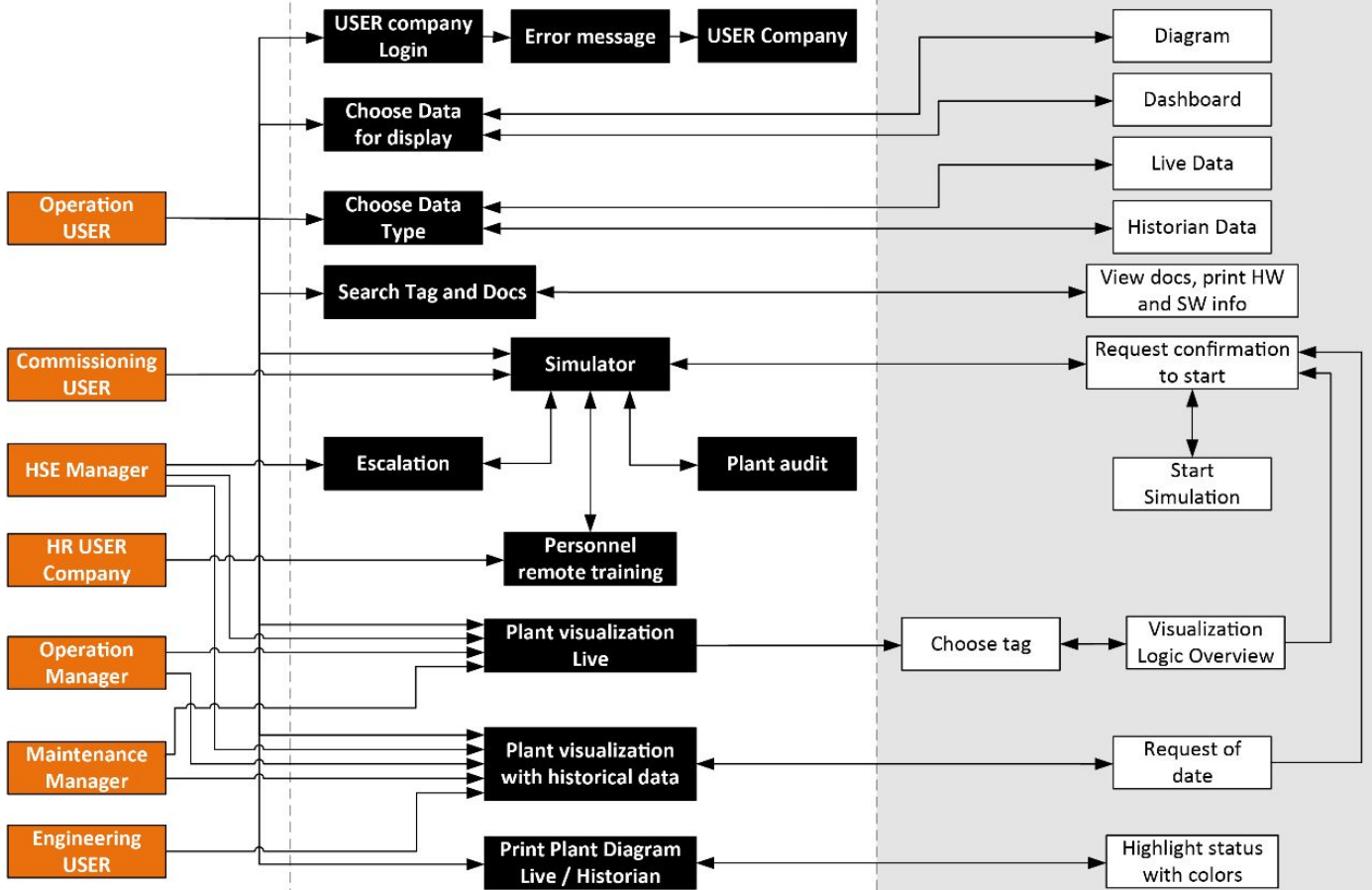
> **Main success paths** – the inputs from the actors and system responses that represent the most common successful path to accomplish the actor's goal.

ACTORS

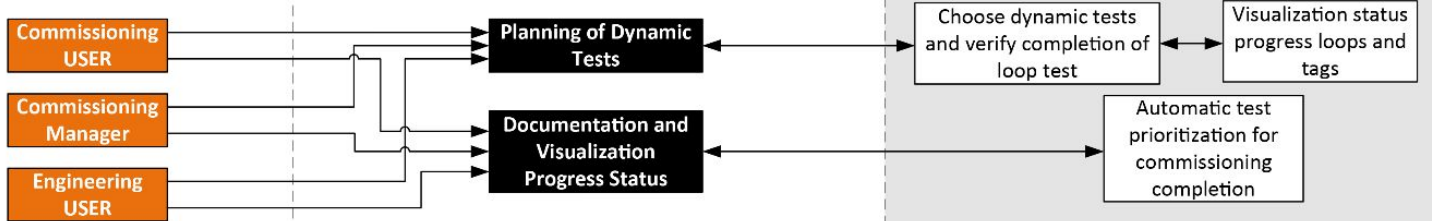
USE CASE

SYSTEM

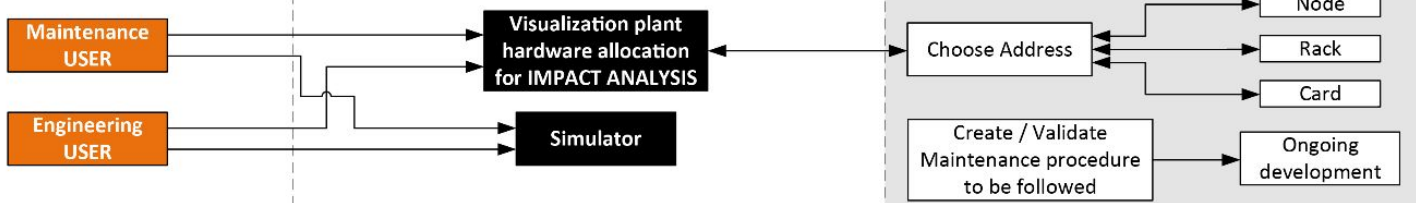
Dynamic Data



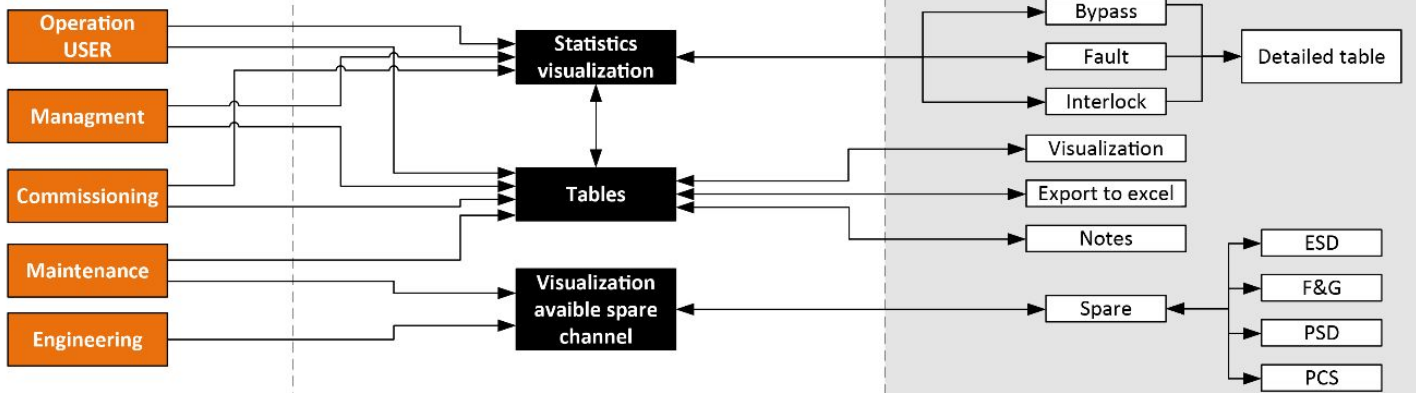
Commissioning



Maintenance



Dashboard



Layers

