

Example

Social Network

1. The access to the system will be made by a user; it will be a valid and operational email, and a password chosen by the user at the time of the membership.
[SPECIFICATION 1]
2. The user can edit at any time their personal data [SPECIFICATION 2]
3. The user can disable / remove friends, block a friend prevents them from seeing your data (comments, photos...), delete it makes them like a system user who has been removed from the list of friends of the user in question but you can request the friendship again. [SPECIFICATION 3]

High Level Use Case Diagram

Use Case:	Login
Actor / s:	Customer
Purpose:	Access the application
Type:	Primary
Description:	The user / client accesses the application by entering your username and password correctly.
References:	[specification. 1]

Use Case:	LogOut
Actor / s:	Customer
Purpose:	Exit the application
Type:	Primary
Description:	The user pressed the button "Exit" to close out the application, logging off the user in question.
References:	[-]

Use Case:	ModifyData
Actor / s:	Customer
Purpose:	Update or change your personal data.
Type:	Primary
Description:	The user accessing the application preferences, may at any time modify personal data such as name, password, ...
References:	[specifications. 2,3]