

ON THE CLARIFICATION OF THE SEMANTICS OF THE EXTEND RELATIONSHIP IN USE CASE MODELS

Miguel A. Laguna and José M. Marqués
Department of Computer Science, University of Valladolid
Campus M. Delibes, 47011 Valladolid, Spain

Keywords: Use case, extend relationship.

Abstract: Use cases are a useful and simple technique to express the expected behavior of an information system in successful scenarios or in exceptional circumstances. The weakness of use cases has been always the vague semantics of the relationships, in particular the *extend* relationship. The main contribution of this article is an attempt to clarify the different interpretations that can be adopted. A major revision of the UML standard would be impractical, but the *extension point* concept could be completed, including minimum and maximum multiplicity attributes. Using these minor changes, the legal combination of base/extending use cases in the requirements models would be unequivocally defined. Therefore, the ambiguity of the original UML models would be removed.

1 INTRODUCTION

Use cases are one of the preferred techniques for the elicitation and definition of the intended behavior of the system under study. They are a useful and simple technique to describe the successful scenarios (where things occur as expected) or the problematic situations (alternative and exceptional paths). Use cases were an original idea of Jacobson, incorporated in his OOSE development method (Jacobson et al., 1994). From the first versions of UML as standard modeling language (Rational Software Corporation, 1997), use cases have been chosen as the preferred technique to identify and define the user requirements and to represent the behavior of the system as a black box, in place of other techniques used until then; for example, the Rumbaugh OMT method (Rumbaugh et al., 1991) used data flow diagrams. They are basic in the Unified Process, as this was evolved from the ideas of Jacobson (Rumbaugh et al., 2004). Many criticisms have been made concerning use cases; see for example the articles of Berard (Berard, 1995), Simons (Simons, 1999), or more recently Isoda (Isoda, 2003). Conversely, there are many works that try to improve or at least clarify them, such as the classical book of Cockburn (Cockburn, 2000) or the work of Williams (Williams et al., 2005).

Some authors have suggested that the most important characteristics of use cases are the textual details to be discussed with the end users while neglecting the visual representation and semantics proposed by UML. Others, such as Rumbaugh and Jacobson, continue to promote the graphics aspects (Rumbaugh et al., 2004). Constantine connects user interface design methods with the use case elicitation and refinement (Constantine and Lockwood, 1999). Some additional relationships and other different meta-model modifications are proposed. More details about these questions can be found in the related work section.

One of the major controversies is the UML's explanations of *include* and *extend* relationships. These concepts remain vague, and apparently contradictory, confusing readers (and also some authors of software engineering books) about when to use *include* or *extend*. Precise and unambiguous definitions of terms are missing in the numerous UML documents. Therefore, UML's explanations for *include* and *extend* relationships are still subject to ongoing debate. Some conferences have been devoted to these and other conflicting aspects (Génova et al., 2004).

The rest of the paper is as follows: The next section briefly summarizes the evolution of *include* and *extend* relationships in UML documents. Sections 3 and 4 specifically discuss the problems

with the *extend* relationship and propose some semantic reinterpretations and minor meta-model modifications. Section 5 presents related work and section 6 concludes the paper and proposes additional work.

2 THE EVOLUTION OF THE EXTEND RELATIONSHIP

It is well known that a use case describes an interaction between one or more actors and the system as a sequence of messages. Thus, a use case diagram has two types of nodes: actors and use cases, connected by association relationships. The original proposal of Jacobson also included two kinds of relationships between use cases: The *uses* and *extends* relationships, indicated with generalization arrows. This syntax was initially preserved in primitive UML versions (see Figure 1) but, beginning with the refined 1.3 version, a new set of relationships was proposed and this definition has essentially been kept, with minor changes, until the actual UML 2.1.1 version.

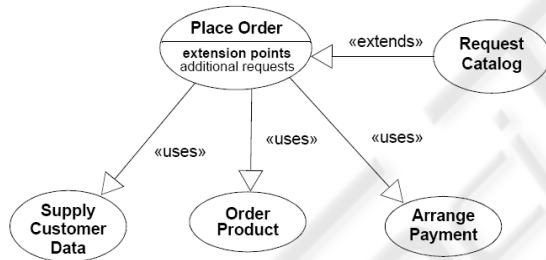


Figure 1: The syntax of the old extends and uses relationships, as exemplified in the 1.1 version of UML (Rational Software Corporation, 1997).

From UML 1.3, relationships between use cases can be expressed in three different ways: with generalization, *include*, and *extend* relationships (see Figure 2 for *extend* and *include* examples):

- A generalization relationship between use cases implies that the child use case contains the behavior of the parent use case and may add additional behavior.
- An include relationship means that the behavior defined in the target use case is included at one location in the behavior of the base use case (it performs all the behavior described by the included use case and then continues with the original use case).

- An extend relationship defines those instances of a use case that may be augmented with some additional behavior defined in an extending use case.

The semantics of *include* relationship has always been reasonably clear. However, the *extend* relationship has generated a lot of controversy. The variety of diverse interpretations that different authors use in textbooks or research papers is surprising, but it is less surprising if we read some fragments of the description of the UML 1.3 “clarifying” description:

“An *extend* relationship defines that a use case may be augmented with some additional behavior [...]. The *extend* relationship contains a condition and references a sequence of *extension points* in the target use case. [...] Once an instance of a use case is to perform some behavior referenced by an *extension point* of its use case, and the *extension point* is the first one in an *extend* relationship’s sequence of references to *extension points*, the condition of the relationship is evaluated. [...] Note that the condition is only evaluated once: at the first referenced *extension point*, and if it is fulfilled all of the extending use case is inserted in the original sequence. An *extension point* may define one location or a set of locations in the behavior defined by the use case. However, if an *extend* relationship references a sequence of *extension points*, only the first one may define a set of locations. [...]”

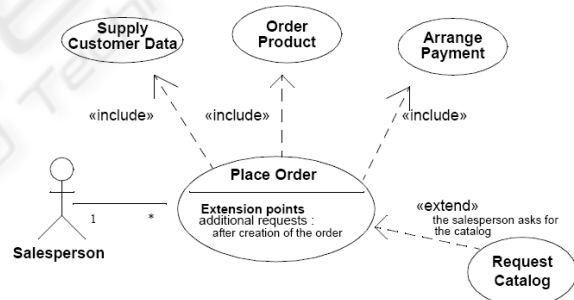


Figure 2: The syntax of the actual extend and include relationships, as they appear in the 2.1.1 version of UML (Object Management Group, 2007).

Several modifications have been added to the different versions of UML. Attempts at removing these difficulties have been proposed in these documents. From here until the end of the article, we base the discussion on the official UML documentation, version 2.1.1 (Object Management Group, 2007). Figure 3 shows the Use Case Package of UML 2.1.1 superstructure meta-model.

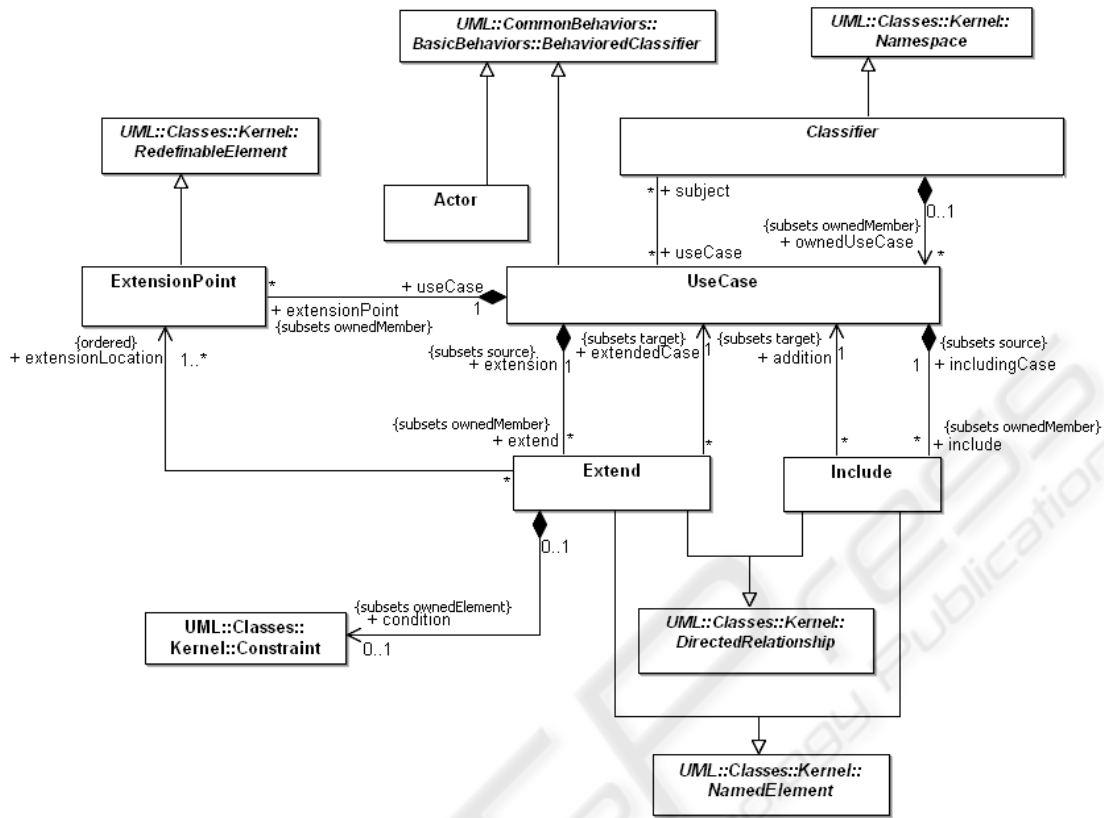


Figure 3: The Use Case Package of UML 2.1.1 Superstructure meta-model (Object Management Group, 2007).

In the UML 2.1.1 meta-model, *Actor* and *UseCase* are both *BehavoredClassifier*, which itself is a descendent of *Classifier*. This is problematic for use cases, as a use case describe a set of interactions more than a set of instances (Génova and Llorens, 2005). Some changes have been incorporated from version 2.0 to 2.1. *Actor* in UML 2.0 was simply a *Classifier*, not a *BehavoredClassifier*. These variations make it difficult to understand the semantics of the meta-model.

As UML documentation states, the *extend* relationship specifies how and when the behavior defined in the extending use case can be inserted into the behavior defined in the extended use case (at one *extension point*). Two important aspects are: a) this relationship is intended to be used when some additional behavior can be added to the behavior defined in another use case; b) the extended use case *must be independent* of the extending use case.

Analyzing the meta-model, the *extension-Location* association end references the *extension points* of the extended use case where the fragments of the extending use case are to be inserted. An *extensionPoint* is an owned feature of a use case that

identifies a point in the behavior of a use case where it can be extended by another use case. The *extend condition* is an optional *Constraint* that references the condition that must hold for the extension to take place. The notation for conditions has been changed in UML 2: the condition and the referenced *extension points* is included in a Note attached to the *extend* relationship (Figure 4).

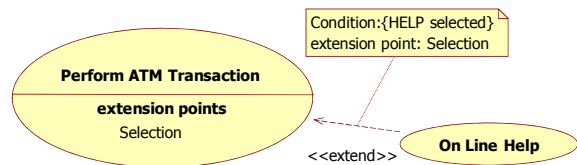


Figure 4: The *extend* and condition representation in UML 2.1.1 (Object Management Group, 2007).

Semantically, the concept of an “*extension location*” is left underspecified in UML because use cases “are specified in various idiosyncratic formats”. UML documentation refers to the typical textual use case description to explain the concept: “The use case text allows the original behavioral description to be extended by merging in

supplementary behavioral fragment descriptions at the appropriate insertion points”. Thus, an extending use case consists of behavior fragments that are to be inserted into the appropriate spots of the extended use case. An extension location, therefore, is a specification of all the various (extension) points in a use case where supplementary behavioral increments can be merged.

The next sections are devoted to analyzing this relationship and the connected *extension point* concept. First, we assume the UML meta-model and consider the different semantic interpretations of the extension concept and the way the ambiguity can be removed. Then, in section 4, we discuss the necessity of the *extension point* concept itself.

3 THE INTERPRETATION OF THE EXTENSION POINT CONCEPT

In this section, we assume that the extension point is a valuable concept and analyze the different possible interpretations, trying to remove ambiguity. Consider the typical example of Figure 5, where a Process Sale use case has an *extension point* Payment and several use cases *extend* the use case at this point.

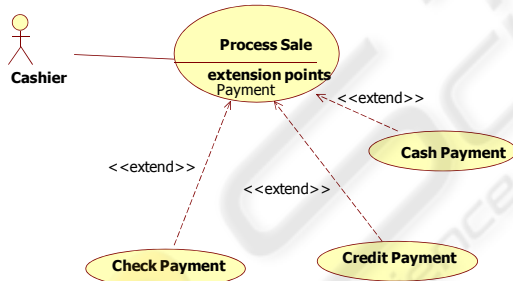


Figure 5: The Use Case Process Sale, extended by three alternative (?) use cases.

The question is: What exactly does the *extension point* Payment mean? Is it a blank space that must be compulsorily refilled? And, if this is true, is it correct to add the behavior of only one of the three use cases or is it legal to add the consecutive behavior of two of these? For instance, if one and only one of the use cases must be selected, we really have a sort of polymorphism, as Figure 6 tries to show. Really, the syntax of the figure is correct from the point of view of UML 2. The imagination of the modeler can add the rest: the fragments of the Cash/Credit/Check Payments use cases can

substitute the sort of interface that the Process Payment use case represents, and this last is needed to complete the behavior of the Process Sale use case.

We think that it is necessary to clarify the different possibilities that can appear in a system:

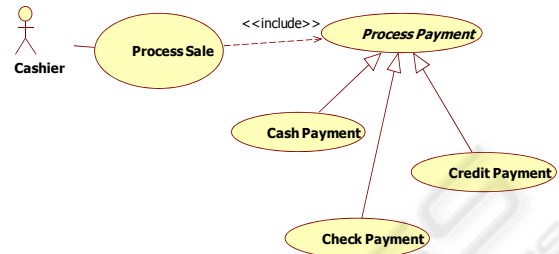


Figure 6: The Use Case Process Sale and a possible interpretation of the Process Payment extension.

- 1) The situation is well established from the very beginning, as in the preceding example. The requirements for a simple store could be “All sales imply a method of payment” and “Only one payment method can be authorized”. In these over-simplified situations, Figure 6 states clearly the semantics of the real behavior better than the pure *extend* relationship.
- 2) The situation is well established, extension is mandatory but flexible. The requirements could be: “All sales imply at least one method of payment”. The problem now is that we cannot directly express this difference in the diagram. An illegal (i.e., not present in the UML meta-model) multiplicity annotation in the include relationship could help (see the interpretation of Figure 7). Otherwise, a change of the *include* relationship from a stereotyped dependence to an association could solve the problem. Really, the evolution of the original *uses* relationship to a dependence relationship with the new name *include* was a conflicting choice in the old UML1.1 to UML1.3 transition time.

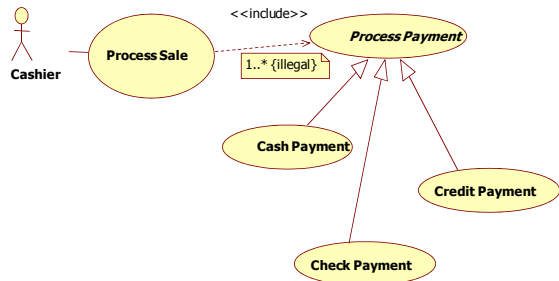


Figure 7: The Use Case Process Sale and a reinterpretation of the Process Payment extension as a relationship with explicit multiplicity.

- 3) Other situations can be predictable but not mandatory (“the SalesPerson can ask for the catalog” as in the example of Figure 2). In this case, the semantics correspond to an optional behavior in a specific point of the extended use case (“after creation of the order”). We need here all the assortment of details: extension point declaration, extending use case and constraint.
- 4) The last possibility, nearest to the original extend semantics, is that the situation that we want to solve is completely open in an unexpected way. In this case, the mere inclusion of an extension point in the “perhaps may be extended in the future” use case is contradictory. We do not know if any step of the use case description will have an alternative path a posteriori. The proposal is that we do not need any extension point; the “may be extended” use case must be able to be added as a special step in the exception/alternative paths set. This links to the next section’s discussion and the solution proposed there: do not specify extension points (we cannot do it in any case as we cannot anticipate all the possible behavior modifications). The interpretation can be made explicit with the example in Figure 8. A new use case is added, based (via a generalization relationship) on the original unchanged use case. This new version has all the steps of the old use case and the new extension point. Now, the additional behavior can be connected via the extend relationship. As in the first and third variants, only the possibilities of the current UML meta-model are exploited. However, the problematic of the three possible variants considered in the previous situations (always one extension, at least one, zero or more) must be solved.

Summing up, we can use the elements of the UML meta-model to specify most of the situations, except for that stated in the second point (mandatory but flexible extension). We reach a crossroads. The radical proposal would be to modify completely the UML use case package, clarifying its general semantics and syntax (and this is a long awaited demand of many requirements specialists, as the related work section will make clear). The pragmatic possibility is to keep the actual Use Case Package, while suggesting minor changes. This implies facing two different problems: well known extensible situations (this problem refers to situations 1, 2 and 3) and unpredictable extensions (situation 4). Solving the first problem, the second is solved in

two steps, as explained above, following the scheme of Figure 8.

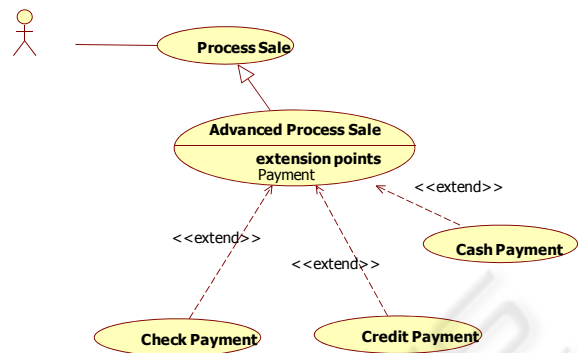


Figure 8: The Use Case Process Sale and a reinterpretation of the Process Payment extension as an a posteriori addition.

To solve the first set of situations, removing any ambiguity from the visual representation of the model, we need to complete the diagram with multiplicity details: The proposal consists of minimally modifying the UML meta-model, adding a generalization relationship from *ExtensionPoint* to *MultiplicityElement* from the Multiplicity Package. This solution implies that the *ExtensionPoint* meta-class would now have the lower and upper attributes (Figure 9). The advantage of this solution is that the meta-model is not essentially changed. But the *extension point* would have additional and clarifying information, which allows us to assign an integer value to the new *lower* and *upper* *ExtensionPoint* attributes:

- 0..1 multiplicity states that the extending use case is added only in certain circumstances (when the constraint condition is true). This is equivalent to the actual semantic interpretation given by UML documentation.
- 1..1 multiplicity states that one of the possibly n *extend* use cases can be inserted. At the same time, the constraint conditions of each *extend* use case cannot overlap (See Figure 10).
- 1..n (with n>1) multiplicity allows more than one use case to add behavior to the original use case (in our example, two consecutive payment kinds can be authorized).

The remaining possibility (situation 4, open to extension in any unexpected way) can be handled using the generalization relationship, as in Figure 8, combined with the modified semantics of the *extension point*. We believe that the combination of the two interpretations covers all the practical

situations and solves the problems that the requirements engineers face in their daily work.

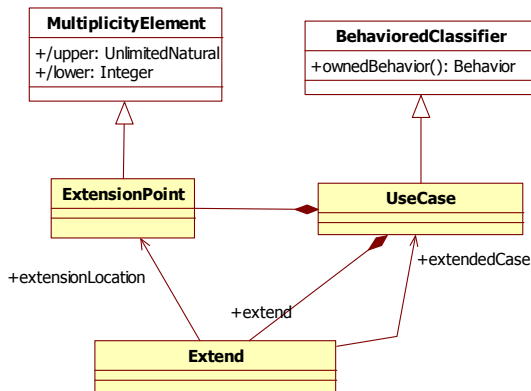


Figure 9: The Use Case Package with multiplicity added.

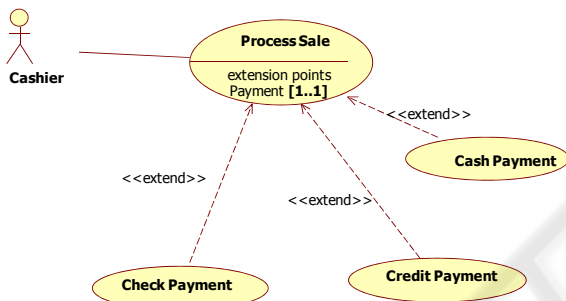


Figure 10: The Use Case Process Sale, extended by three alternative use cases.

4 DISCUSSION

The previous section has shown that the use of the *extension point* concept is problematic and must be dealt with carefully. In this section, we try to answer an earlier question: Is the presence of the *extension point* concept in the use case models really indispensable? From the point of view of the semantics of the dependence relationship, the mere presence of an *extension point* in the base use case is confusing. To remove (or perhaps to reinterpret) the *extension point* concept could perhaps be a way of avoiding many problems.

The first intention of a dependence relationship is to establish a directed relationship between an independent element (the base or extended use case) and a dependent element (the extending use case). Therefore, if the base use case must have no information a priori about the extending use case, the obligation of predetermining an *extension point* is contradictory. The well known open-closed

principle states that (generally speaking) a piece of software must be completely closed from the point of view of the existing *clients* (in this case, the rest of software artifacts: classes, sequence diagrams or simply requirements documentation artifacts) and open to possible enhancements for new *clients* (new requirements or enhancements). This idea typically applies to inheritance relationships between classes in object oriented designs but can also be adopted in requirements artifacts.

The types of problems we want to solve are, for example: a use case can evolve during the development of several versions of a software system; the requirements can change; new constraints or business rules can appear, etc. The essence of these situations is that the evolution usually occurs “in an unexpected way”. While the user requirements are being elicited, we have a possible solution with plain use cases: add an alternative sequence of steps to the set of exceptions of the use case, referring to a step of the main scenario. The generalization of the idea is exactly the extension concept, useful when a) the use case is already completely developed through a collaboration that involves analysis or design models, or b) the complexity of the steps that must be added recommends separating this piece of behavior in a new use case. In both cases, as in the plain solution, we must be able to indicate where the new sequence must be inserted (after the original step *n*) and where the original scenario must continue (after the original step *m*). This can be as complex as needed, as in the idea of *extension points* with several fragment insertions.

Surprisingly, the concept of *step* is not directly present in the UML meta-model Use Case Package, probably in order to allow different particular implementations (visual or textual, formal, structured or informal). Really, a *BehavoredClassifier* has an associated *Behavior* that can have a set of atomic *actions* or *states* ... and this could be identified as the steps of the sequence of messages of the original textual use cases. However, independently of the concrete format, the concept of sequence of steps should have to be present (or specialized as in other packages) in this meta-model Package.

As we do not foresee immediate changes in the UML meta-model, we can suggest an apparently inaccurate solution to deal with this problem: consider that a use case has a set of steps (or sequence of inseparable steps) called *extension points*. If we think this way, quite simply, all the steps of a use case are extensible. This interpretation

implies that the use cases are completely open to future extensions (in the same way an unaffected class can be extended by a new one using inheritance in object oriented languages). Really, our intention is only conceptual: the details are in the textual step-based description of the use cases. In practical terms, this supposes that the *extension point* concept is not used in the diagrams. In the textual documentation of the extending use case, we must indicate:

- a) The use case modified.
- b) The fragment/step where the extended use case is modified, using the same conventions of the alternative/exception fragments of the monolithic use cases; in other words, the precise step number must be referred.
- c) The “return point” of the extended use case in order to continue with the normal sequence of steps.

The adoption of this approach means that all the possible situations must be documented in the textual information of the extending use case. The extended use case remains unchanged and unaware of the extensions.

Summarizing the idea, in many cases (in particular in agile developments), it is preferable not to use *extension points* with the original UML semantics (or the modified version suggested in this article). Or, changing the point of view, all the steps of a use case can be considered as *extension points*. This version smooths the learning curve of the technique by beginners (in fact we use this approach with our undergraduate students, avoiding many confusing discussions in the requirements gathering sessions).

5 RELATED WORK

Many criticisms of and suggestions for modification of the UML meta-model have been proposed, including the use of ontologies instead (Genilloud and Frank, 2005). Some additional relationships between use cases have been proposed, such as the *precedes* relationships from the OPEN/OML method (Henderson-Sellers and Graham, 1997). Rosenberg (Rosenberg and Scott, 1999) uses the *precedes* and also the *invokes* constructs to factor out common behavior. Conversely, other authors such as Larman (Larman, 2004) advocate not using the *extend* relationship or using only when it is undesirable to modify the base use case.

The *BehavioredClassifier* specialization of the use cases has been analyzed in (Génova and Llorens, 2005): The *Behavior* meta-class is a specification of how its context classifier (use case) changes over time and the *BehavioredClassifier* is a classifier that can have behavior specifications. In other words, a *BehavioredClassifier* is rather an ordinary classifier that can own behaviors (Génova and Llorens, 2005). The conclusion is that the formalization of use cases as classifiers in UML has obscure points: Two contradictory notions of use cases coexist in UML 2: “set of interactions” vs. “set of entities”. The authors propose the meta-model should be changed to make *UseCase* a subtype of *Behavior*, not of *BehavioredClassifier*. Alternatively, they admit that the meta-model may be kept as it is, but it should be recognized that a use case is the specification of a role. Williams *et al.* also analyze the UML 2 meta-model and propose changing *UseCase* to a subclass of *Behavior* (Williams *et al.*, 2005).

Isoda states that UML 2 has a correction about the relationship between use cases and actors, which effectively means that UML has finally abandoned the idea of “actors call operations of a use case”, but the details of UML 2 in fact still retain those defects (Isoda, 2003).

Jacobson believes that integrating use cases and aspect oriented programming (AOP) will improve the way software is developed. The idea is to slice the system and keep the use cases separate all the way down to the code. “In the long term we will get more of extension-based software-extensions from requirements all the way down to code and runtime; and extensions in all software layers, for example, application, middleware, systemware, and extensions across all these layers” (Jacobson, 2003).

Braganza *et al.*, discuss the semantics of use case relationships and their formalization using activity diagrams in the context of variability specification. They propose an extension to the *extend* relationship that supports the adoption of UML 2 use case diagrams into model driven methods. The proposal results from the 4 Step Rule Set, a model driven method in which use cases are the central model for requirements specification and model transformation (Braganca and Machado, 2006).

The common conclusion of most of the work done in use case semantics is that the question is not well solved in UML and a redefinition of the concepts is needed. We believe that our contribution can help in this redefinition.

6 CONCLUSIONS

In this article, the problems of interpretation of the *extend* semantics in use case models are analyzed. The possible situations are studied and an interpretation is given for each of them. A possible improvement of the *extension point* concept is proposed, assuming that the use of this construction is useful in certain circumstances. The multiplicity attributes added to the extension point suppose a clarification of the expected behavior it is possible to add in those places. We think that, without neglecting major future modifications in the UML meta-model, this slight change can help in the process of elicitation and specification of functional requirements, clarifying the intention of the final users.

We have implemented the modified meta-model (really the Ecore version of UML meta-model) with the GMF/Eclipse platform. The building of a set of experimental mini-CASE tools (we are only interested in the use case diagrams) is a work in process to check the usefulness of the approach. The intention is to use this tool with undergraduate students and validate the comprehension of the multiplicity attribute in the *extension point* concept.

ACKNOWLEDGEMENTS

This work has been supported by the Junta de Castilla y León project VA-018A07.

REFERENCES

- Berard, E. (1995). *Be Careful with Use Cases. Technical report.*
- Braganca, A., and Machado, R. J. (2006). Extending UML 2.0 Metamodel for Complementary Usages of the «extend» Relationship within Use Case Variability Specification. *Proceedings of the 10th international on Software Product Line Conference*. IEEE Computer .
- Cockburn, A. (2000). *Writing Effective Use Cases*. Addison-Wesley Professional .
- Constantine, L., and Lockwood, L. (1999). *Software for Use*. Addison-Wesley.
- Genilloud, G., and Frank, W. F. (2005). Use Case Concepts from an RM-ODP Perspective. *Journal of Object Technology*, vol. 4, no. 6, *Special Issue: Use Case Modeling at UML-2004* , 95-107.
- Génova, G., and Llorens, J. (2005). The Emperor's New Use Case. *Journal of Object Technology*, Vol. 4 No. 6, *Special Issue: Use Case Modeling at UML-2004* , 81-94.
- Génova, G., Llorens, J., Pierre Metz, R. P.-D., and Astudillo, H. (2004). Open Issues in Industrial Use Case Modeling. *The 7th International Conference on the Unified Modeling Language-UML'2004 Satellite Activities. Lisbon, Portugal, October 11-15.*
- Henderson-Sellers, B., and Graham, I. (1997). *The OPEN Modeling Language (OML) Reference Manual*. SIGS Books.
- Isoda, S. (2003). A Critique of UML's Definition of the Use-Case Class. *Proceedings of 6th International Conference on the Unified Modeling Language*, (pp. 280-294).
- Jacobson, I. (2003). Use Cases and Aspects—Working Seamlessly Together. *Journal of Object Technology*, (*www.jot.fm*), July/August .
- Jacobson, I., Booch, G., and Rumbaugh, J. (1999). *The Unified Software Development Process*. Addison-Wesley.
- Jacobson, I., Christerson, M., Overgaard, P., and Jonsson, G. (1994). *Object-Oriented Software Engineering, A Use Case Driven Approach*. AddisonWesley.
- Larman, C. (2004). *Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and the Unified Process (3rd Edition)*. Addison Wesley.
- Object Management Group. (2007). *Unified Modeling Language: Superstructure, version 2.1.1. formal doc. 2007-02-05.*
- Rational Software Corporation. (1997). *Unified Modelling Language Version 1.1.*
- Rosenberg, D., and K. Scott. (1999). *Applying Use Case Driven Object Modeling with UML: A Practical Approach*. Addison Wesley.
- Rumbaugh, J., Blaha, M. P., William, E. F., and Lorensen, W. (1991). *Object-Oriented Modeling and Design*. Prentice Hall.
- Rumbaugh, J., Jacobson, I., and Booch, G. (2004). *The Unified Modeling Language Reference Manual (2nd Edition)*. Addison-Wesley Professional.
- Simons, A. J. (1999). Use Cases Considered Harmful. *29th Conf. Tech. Obj.-Oriented Prog. Lang. and Sys., (TOOLS-29 Europe)*. IEEE Computer Society.
- Williams, C., Kaplan, M., Klinger, T., and Paradkar, A. (2005). Toward Engineered, Useful Use Cases. *Journal of Object Technology*, Vol. 4, No. 6, *Special Issue: Use Case Modeling at UML-2004* , 45-57.