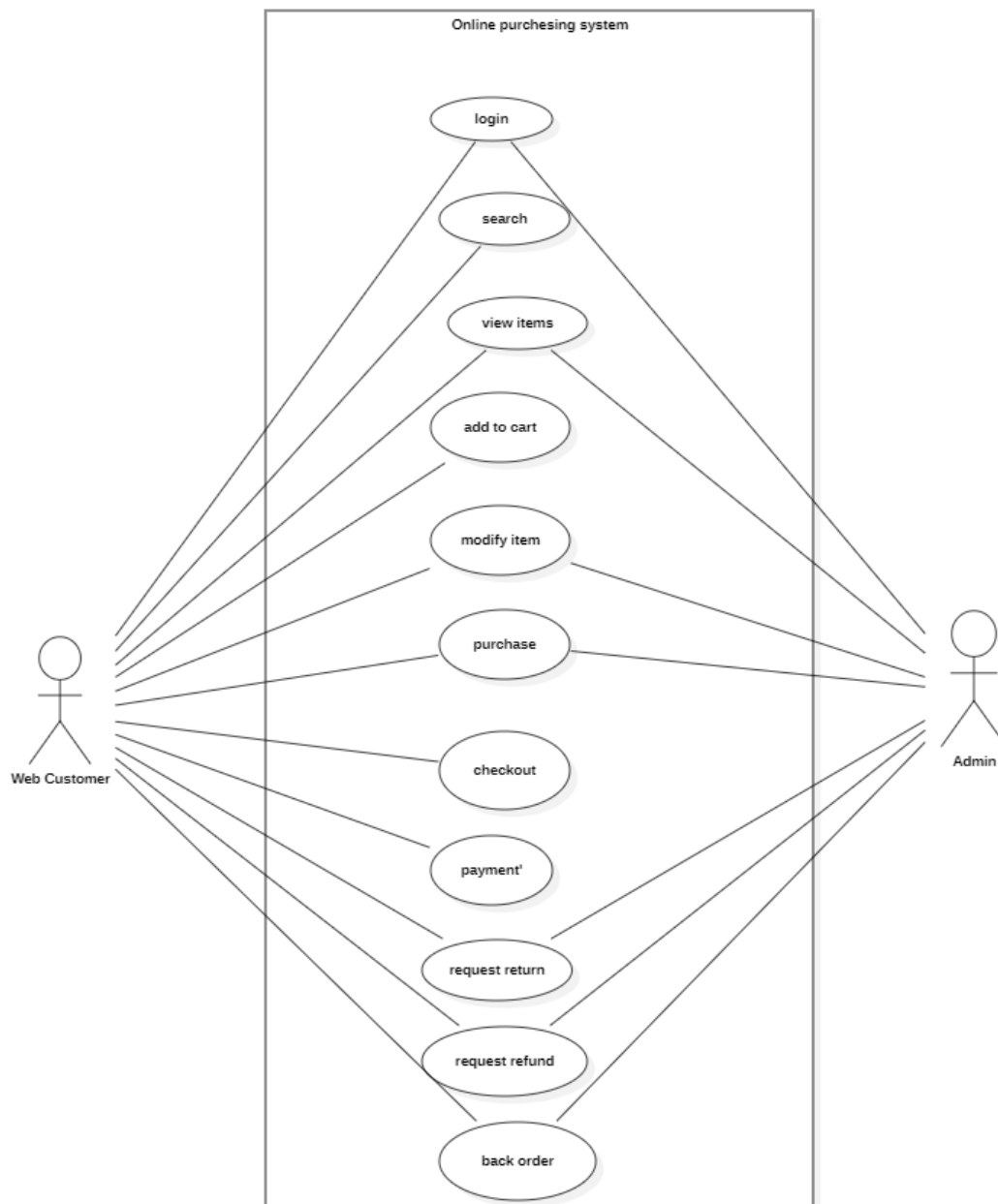7. Online Purchasing System

Aim:

To design a UML Use Case Diagram for an Online Purchasing System that facilitates item selection, purchase, and registration.

Procedure:

1. Identify actors: Web Customer, System.

2. Define use cases: View Items, Make Purchase, Client Register.

3. Represent relationships between actors and use cases.

4. Validate the diagram.

Diagram:

Result: A UML Use Case Diagram illustrating online purchasing system workflows.