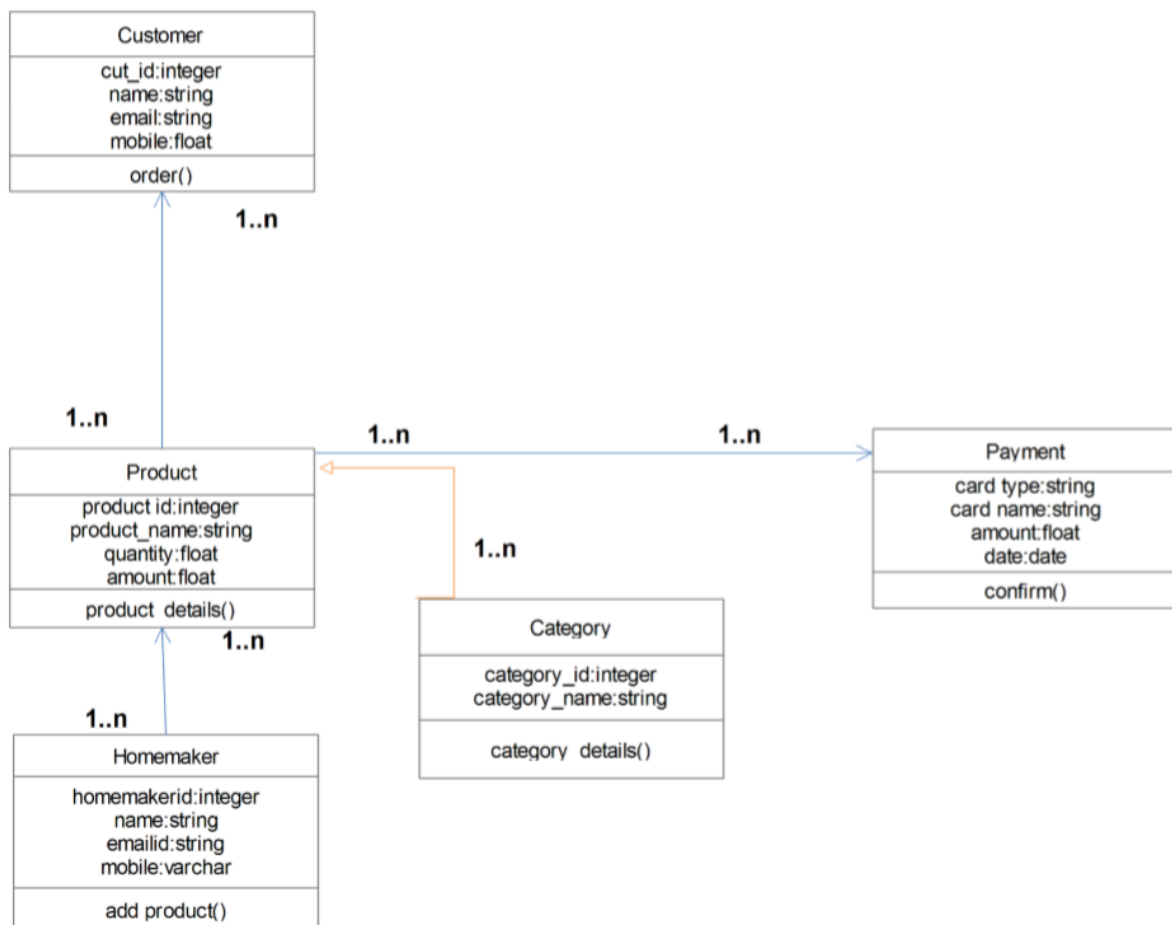


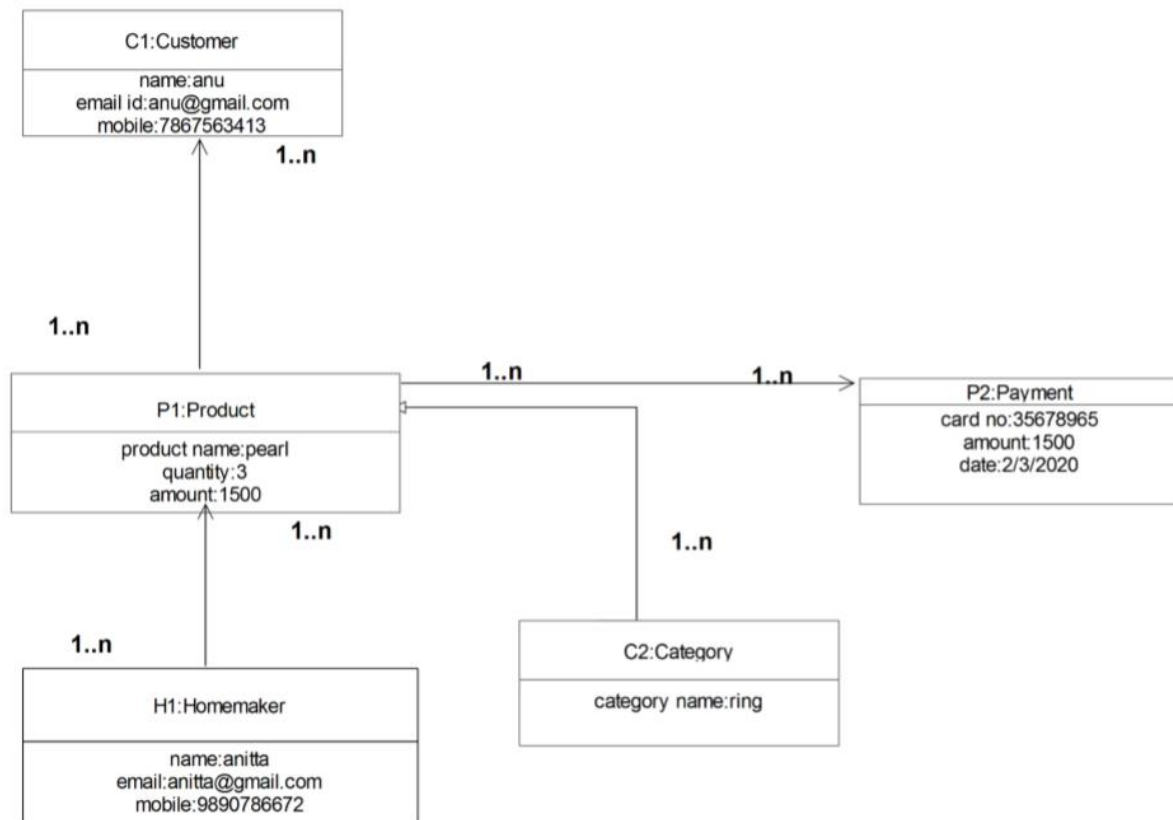
UML DESIGN

Structural Diagrams

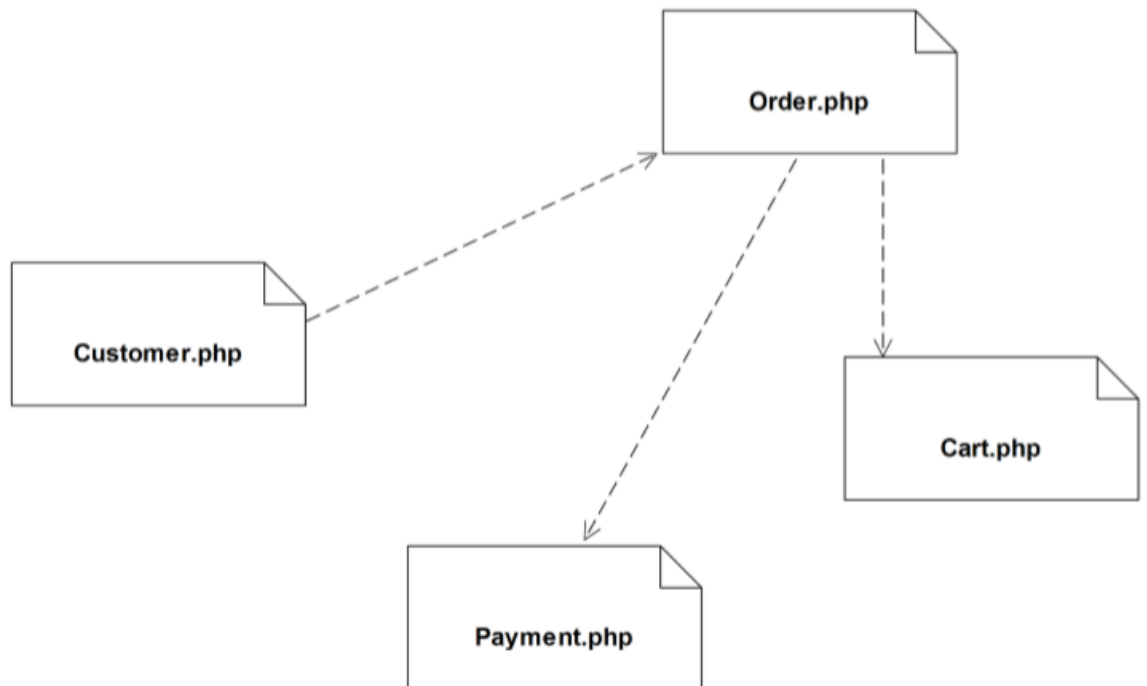
1) Class diagram



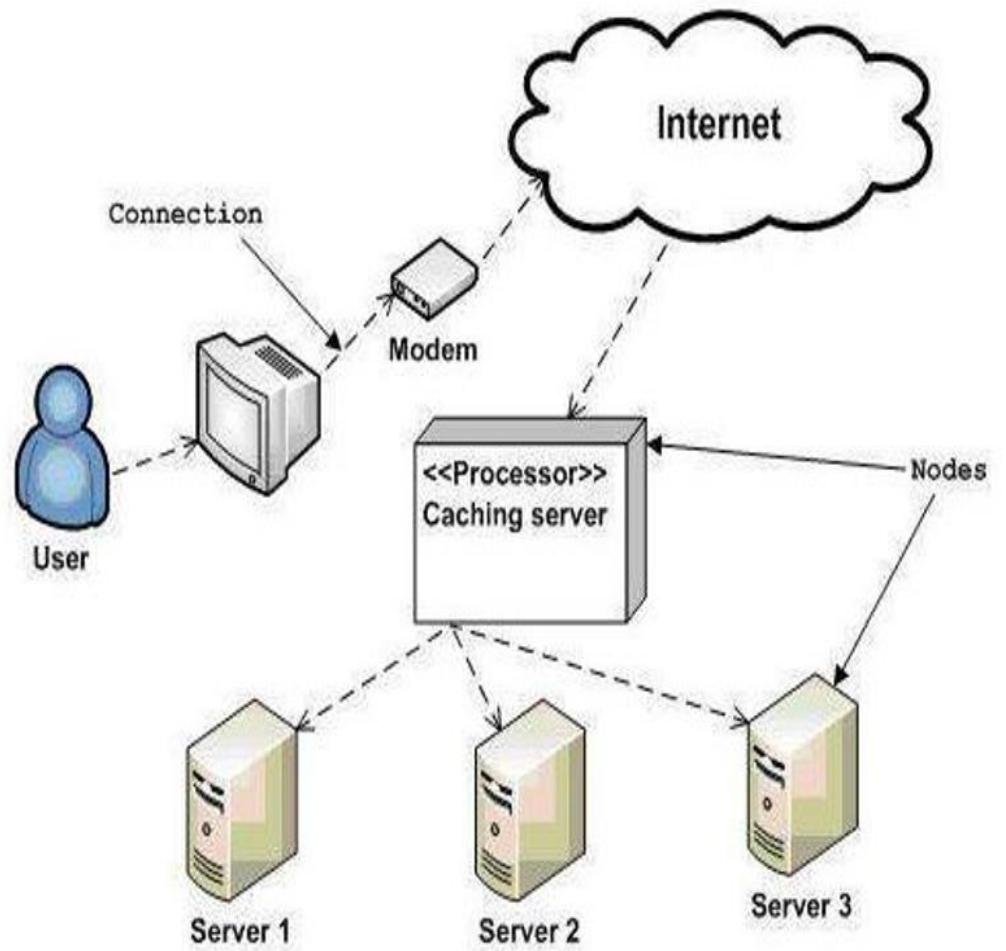
2) Object diagram



3) Component diagram

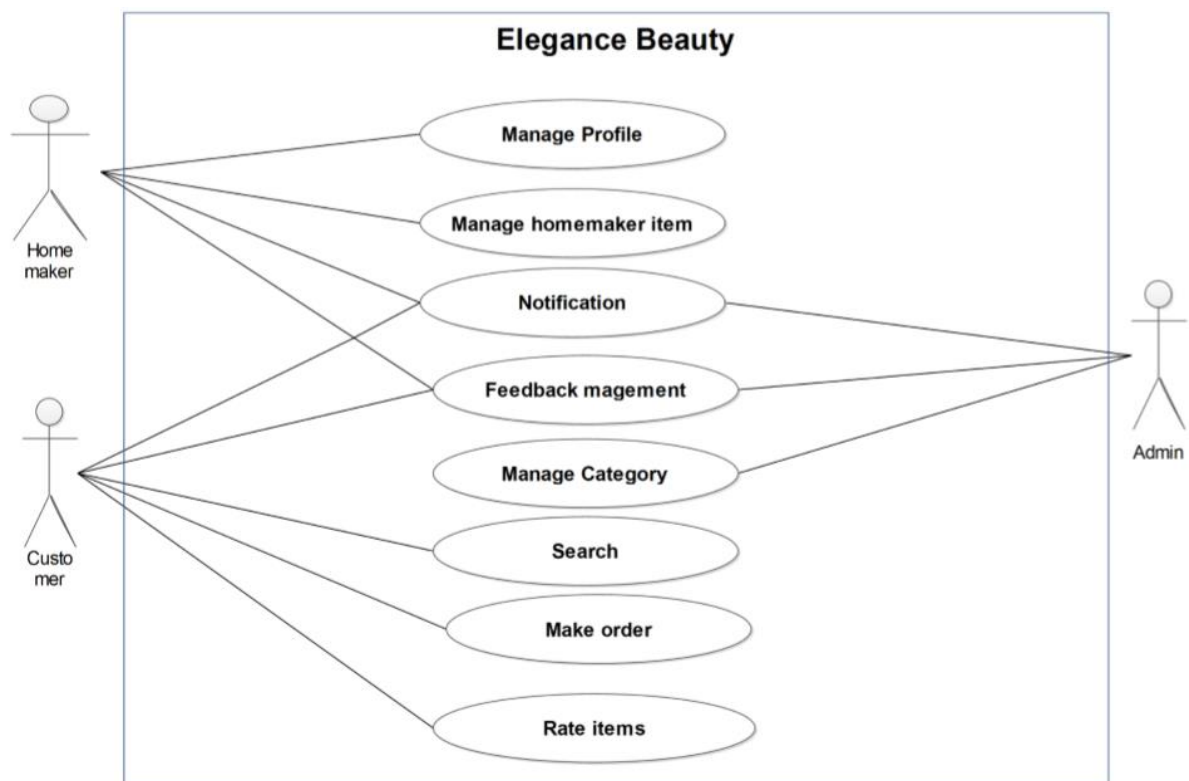


4) Deployment diagram

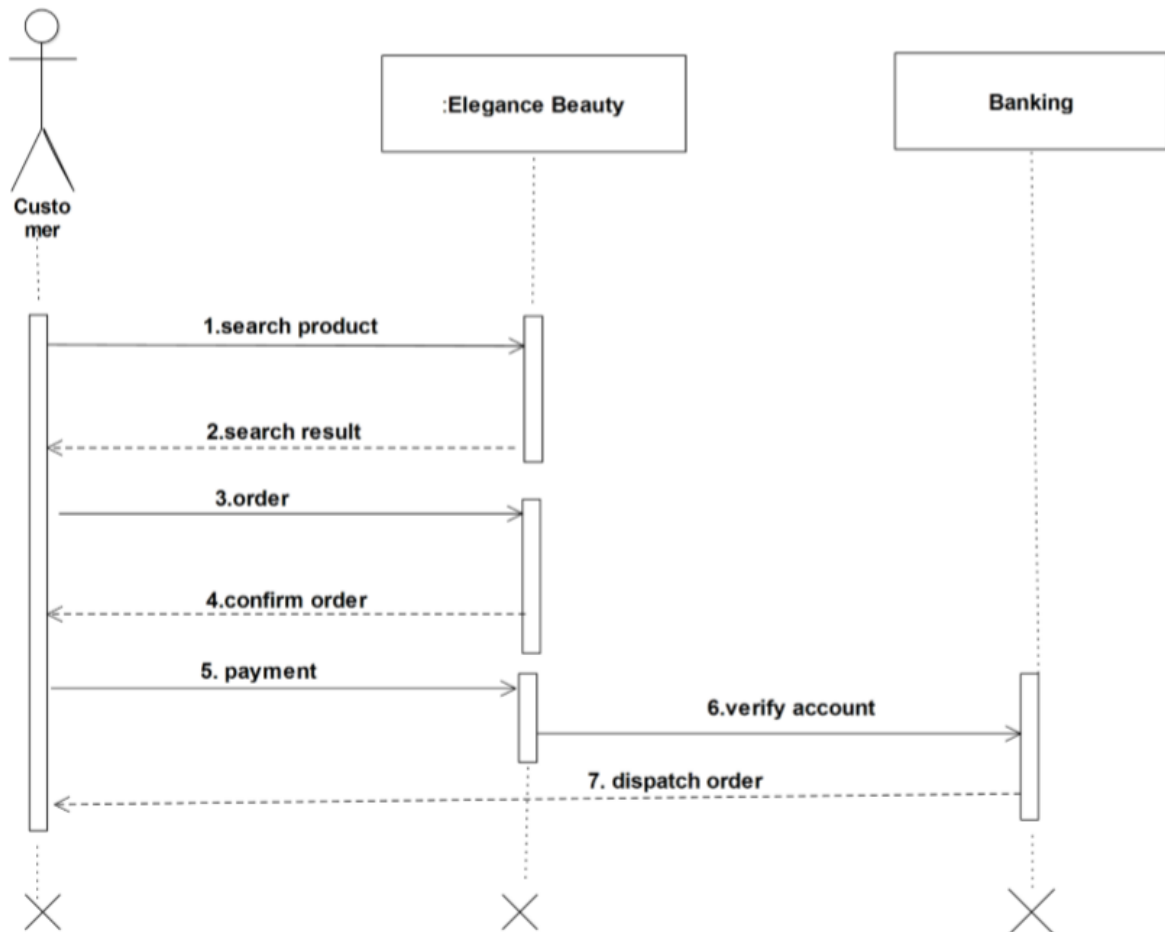


Behavioural Diagrams

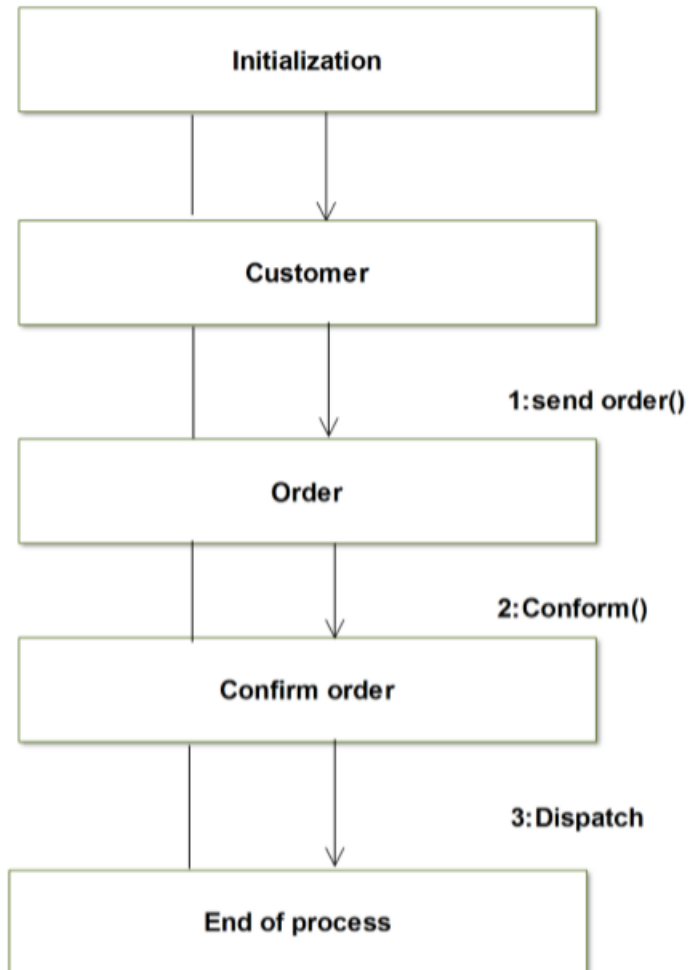
1) Use case diagram



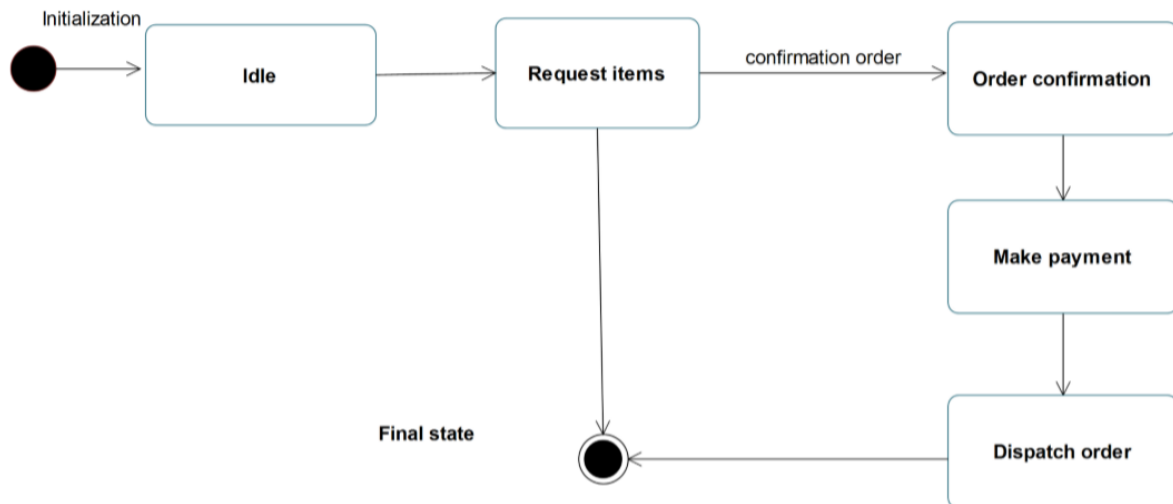
2) Sequence diagram



3) Collaboration diagram



4) State chart diagram




```
graph TD
    Start(( )) --> CR[Customer Registration]
    CR --> Login[login]
    Login -- 1 --> Login
    Login --> D1{ }
    D1 -- yes --> CS[Customer sends an order request]
    D1 -- no --> Login
    CS --> ORC[Order request Confirm]
    ORC --> Pay[Payment]
    Pay --> D2{ }
    D2 -- no --> End1(( ))
    D2 -- yes --> Checkout[Checkout]
    Checkout --> Dispatch[Dispatch]
    Dispatch --> End2(( ))
```

The diagram illustrates the workflow of an online shopping system. It begins with a start node leading to 'Customer Registration', followed by 'login'. A loop labeled '1' indicates a single iteration of the login process. After login, a decision diamond determines if the user proceeds to 'Customer sends an order request' (yes) or loops back to login (no). The 'yes' path leads to 'Order request Confirm', then 'Payment', and another decision diamond. This second diamond leads to a final state (no) or 'Checkout' (yes). The 'Checkout' step leads to 'Dispatch', which also ends at a final state.