

Draw a UML diagram for online purchasing system. Provide top level use cases for a web customer making purchases online. Web customer actor uses some web site to make purchases online. Top level use cases are View Items, Make Purchase and Client Register.

AIM

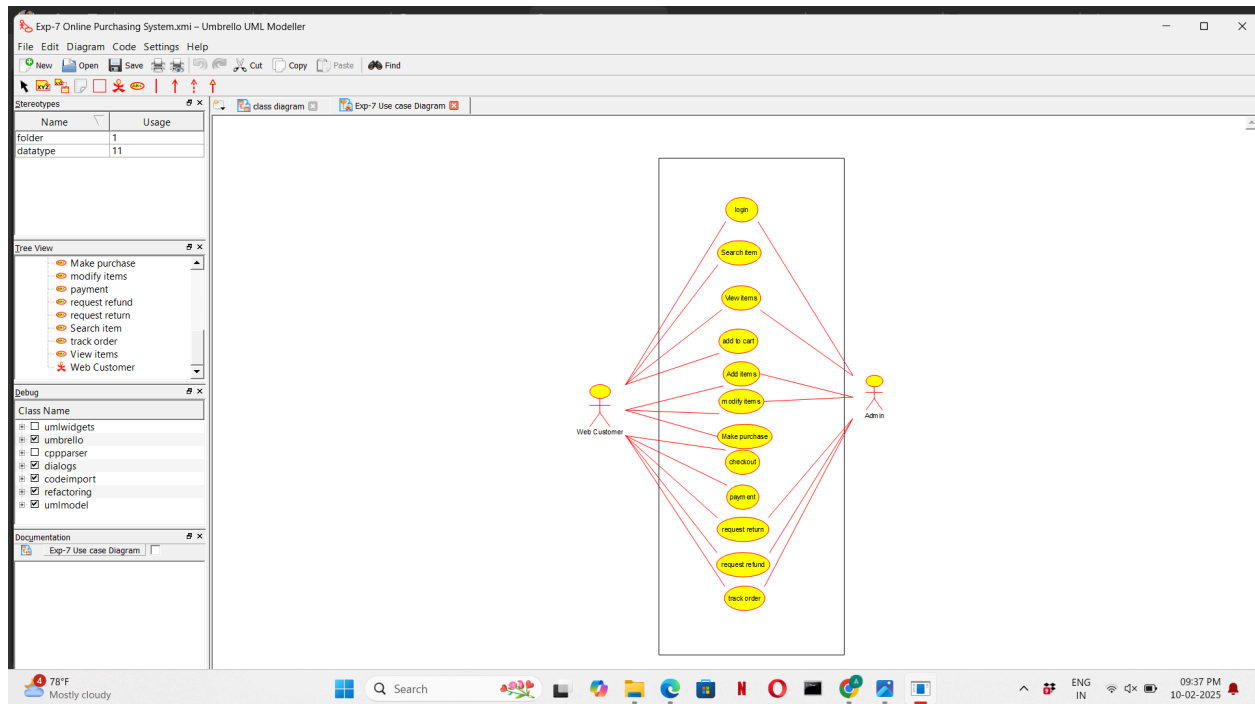
To develop a **UML Use Case Diagram** for an **Online Purchasing System**, showing interactions between web customers and the system.

PROCEDURE

1. **Identify Actors:** Web Customer (User).
2. **Identify Top-Level Use Cases:**
 - **View Items:** Browse products on the website.
 - **Make Purchase:** Select items, add to cart, and complete payment.
 - **Client Register:** Create an account for future purchases.
3. **Establish Relationships:**
 - The **Web Customer** interacts with all three use cases.
 - The **System** processes purchases and registrations.
4. **Draw Use Case Diagram:**
 - Use stick figures for actors and ovals for use cases.
 - Connect actors to relevant use cases with lines.

DIAGRAM

USE CASE DIAGRAM



RESULT

The **UML Use Case Diagram** for the **Online Purchasing System** has been successfully developed, representing web customer interactions such as viewing items, making purchases, and registering for an account.