



SOFE2720: Principles of Software and Requirements Engineering
Winter 2022

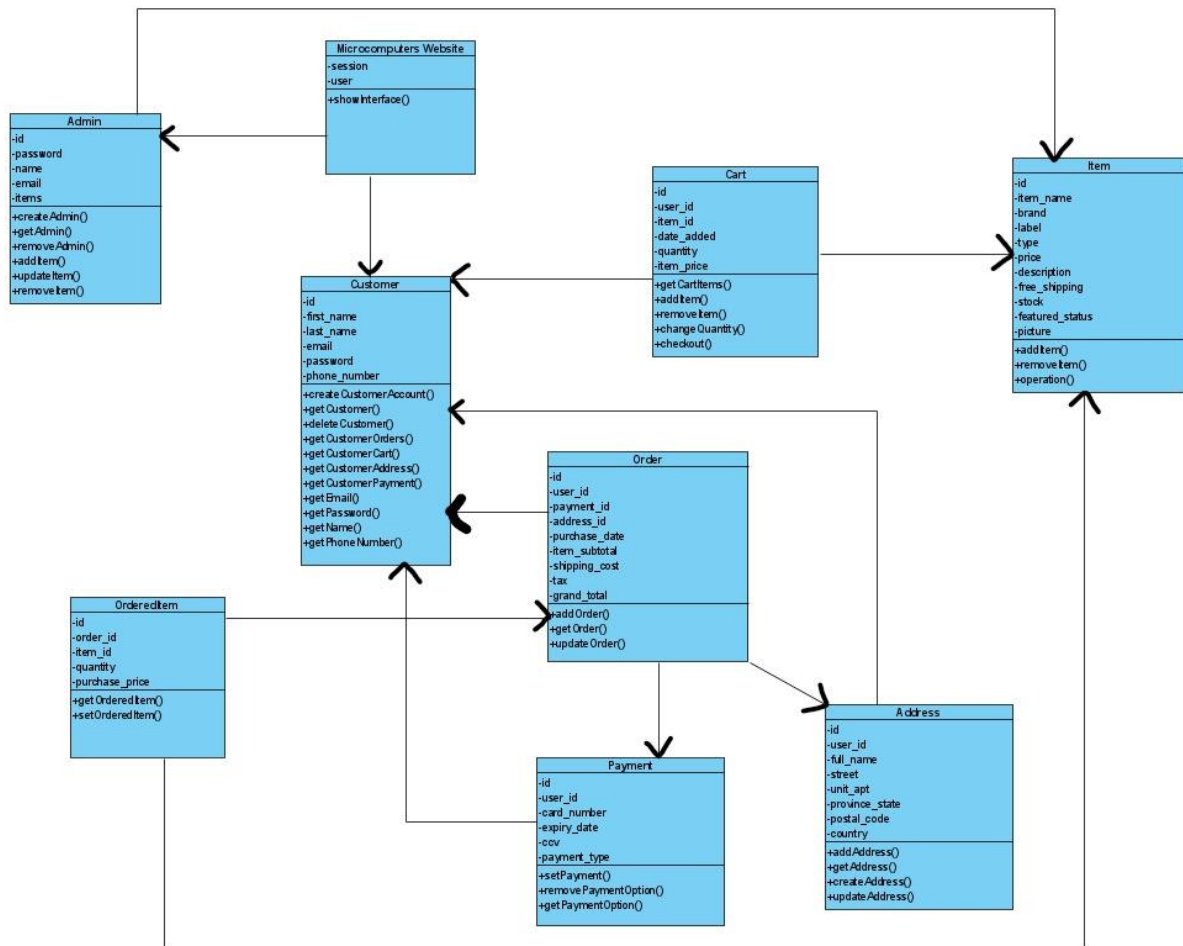
Course Project: Behavioural Models Report

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UML Class Diagram

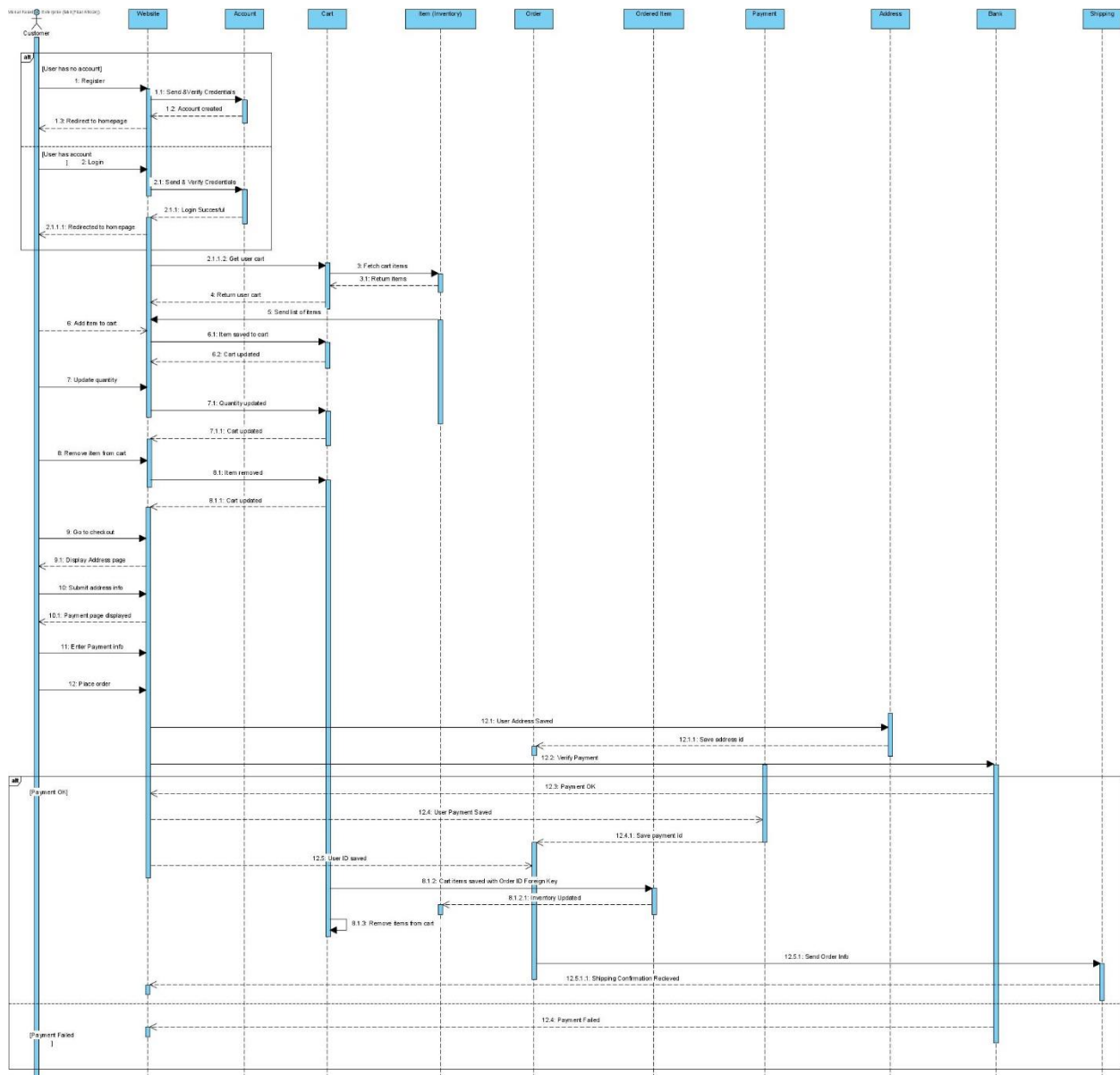
The diagram below is the UML Class Diagram for the microcomputers prototype created. The main class is the Microcomputers Website which represents the user interface, and the Admin and Customer classes represent the two users that interact with the interface.



Sequence Diagram

The sequence diagram shows the process of completing a purchase on the Microcomputers Website. The sequence begins with checking the user's login status.

After login is successful, the user interacts with the inventory to search for products as well as the shopping cart to add or remove items and proceed to checkout. Within checkout, the bank verifies the user's payment information. Then shipping info is sent to the user.



State Diagram

The cart object contains multiple states. The cart starts at the waiting state and proceeds Empty Cart after a login. The Nonempty Cart state is reached by adding an item. Checking out will turn the state to Accepting payment. After checking out, it will go back to the Empty Cart state.

