Subject	Explain
Admin	A User that manages the System. Has access to System wide functionalities such as viewing all transactions in the system
Appoint Store Manager	A process in which a Store Owner can appoint a Member (who isn't already one of the Store Owners or Store Managers) to become one of the Store Managers.
Appoint Store owner	A process in which a Store Owner can appoint a Member (who isn't already one of the store owners) to become one of the Store owners.
Basket	A basket represents a group of products that came from the same Seller or Store. A basket contains products
Buying option	Different options for Purchasing a Product set by a Seller
Checkout	A state in which a Buyer can choose to Purchase every Product in their Shopping cart.
Client	User connection to the system from internet browser
Configuration	System information that is required for its initialization and peroformance, such as connection to external systems, data base etc.
Discount	A reduction in the cost of a Product set by the Seller
Discount Policy	Information the represents conditions and parameters under which a Buyer will get a Discount for a Product.
Founding a Store	A process in which a Logged in Seller can create a new Store and become into a Store Founder.
Guest	A user labeled as Guest isn't logged in to the system. That mean that it's a user with only the base functionalities of the system such and buying products, logging in or signing up
Initialization	Information and use cases loaded to the system on it's start up
Item Info	name storeName category keyWords pricePerUnit discountFactor
Valid (Item info)	name must contain only letters, numbers and \' store name must contain only letters, numbers and \' category must contain only letters key words must contain only letters price must be greater than 0
Login	A process in which a Member can get access to additional functionalities such as selling Products or founding a store. Moreover, the System will save a Member's Shopping cart even after Logout. In order to log in a User must provide Login information.
Login information	Username Password
Valid	A Member exists such that a provided the Username and Password match with their Member information. Password and username are Valid in the same way as in member information.
Logout	The opposite of Login. A process in which a Logged in Member switches state to a Guest
Member	A member is a user who is registered to the System in the past. Upon login, a member will get access to more functionalities such as founding a store or managing a store.
Member information	Username Password Email Name Address Birth date
Valid (member information)	No Member exists such that it has the same Email, Username or ID as the provided information. Username must contain only numbers and letters Email must follow the format – word1@word2.end Name must contain only letters Birthday follows the following format "dd/MM/yyyy" Password must contain at least 6 characters and a maximum of 15
Product/item	An item of value that is sold in a store. Can be bought and sold.
Purchase	the process in which a Buyer pays for a Product sold by a Seller
Immediate Purchase	A Buyer must pay the listed price and purchases the Product immediately.
Offer-Purchase/ Bid Purchase	A Buyer must offer a sum for the Product and new price per unit. Afterwards the Owner can accept the offer (in which case the Buyer must pay the sum to purchase the Product immediately similar to Immediate Purchase) or Decline. In this form a buyer must get the owner's permission in order to purchase the product
Owner appoinment	The appoinment that was set between nominee and a nominated owner
Payment info	All the payment needed to perform a purchase: user ID, user Name, user Address, Credit Card Number, Credit Card expiration date, 3 digits on the back of the credit cart
Purchase Policy	Represents information chosen by a Seller regardingwhat purhcases are allowed, what are the Buying options for each product and what are the conditions or parameters for purchase.
Purchase Record	Represents a single sale between a buyer and at least one Seller or Store. Saves information about products and their amounts and prices
Real time notification	A message sent to a user on real time events. If the user is not currently logged in, the message is saved and sent the next time the user logges in
Registration/Sign-up	A prerequisite for Login. A process in which a Guest User can provide Valid Member Information and request that the System will save said Member Information.
Seller	A Member who has store manage permissions: manager or owner
Shipping information	Name Address
Shopping cart/cart	Each user has a shopping cart in which he can place his chosen products (whether digital or physical). A shopping cart is divided to Baskets. A user can view and edit his shopping cart.
Statistics	Information about users that logged in to the system- numbers of each type of user, presented to the admin

Store	A location (physical or otherwise) in which a Seller can sell products.
Store Founder	A Seller who founded a store. Has additional functionalities such as manage inventory, appoint additional owners, appoint managers or manage store policies
Store Inventory	A representation of the offered products in a specific Store
Store manager	A Member that was appointed by a Store owner to manage a store. Has additional functionalities based on the permissions given to him by his appointer
Store Owner	A Seller who owns a store. Has access to special functionalities such as manage inventory, appoint additional owners, appoint managers or manage store policies. A store owner will always have a single appointer who appointed them to be an owner.
Store policy	The combination of a Discount Policy and a Purchase Policy for a specific Store
System/Market System	Represents everything that isn't controlled by users. Responsible for transferring information, presenting options and so on
Token	gives information about connetction status of a user
Transaction	The action of buying all the items in the cart: collecting items from each store' calculating discounts, checking policies, payment process, supply request and updating user and store history
User/Buyer	A person who is visiting the System.
UC – <index>	Indicator for a Use case
Code – <index>	Indicator for a code segment for traceability (usually will contain classes and methods)
CL – <index>	Indicator for a Class
test – <index>	Indicator for a test
Req – <index>	Indicator for a requirement