**Use Case Examples**

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## USE CASE UC1: BROWSE CATALOG

**Description:** This use case describes how the User can search/browse the e-store catalog.

**Primary Actor**: User

**Stakeholders and Interests**:

* **User**: Wants user-friendly interface and fast browsing speed.

Wants to browse the catalog and add items to the cart successfully.

* **Company**: Wants to satisfy user interests.

**Preconditions**: None

**Success Guarantee (Post Conditions)**:

* ‘Product Screen’ displays items and corresponding list prices for a chosen product.
* Item Screen’ displays detailed information about an individual item for sale, including a photo, if one is available.
* ‘Cart Screen’ displays the various items added to the cart, the quantity and list price of each item and the Subtotal.

**Basic flow**:

1. User opens a web browser, gives the URL for the ‘Marvel e-store’ website in and clicks on ‘Go’ button.
2. System launches the web site.
3. User clicks on any product link in the ‘Product’ list given in top-left corner.
4. System displays ‘Category Screen’ with the products available for the category chosen in Step 3.
5. User clicks on any product link in ‘Products for this Category’ list.
6. System displays ‘Product Screen’ with list of all of the items for the product chosen in Step 5 along with the price of each item and a link labeled ‘Add to Cart’ in right column of the list.
7. User clicks on any item link in ‘Items for this Product’ list.
8. System displays ‘Item Screen’ for the item chosen in Step 7, including a photo if one is available and an ‘Add to Cart’ link.

**Extensions (Alternate Flow)**:

3a. User navigates to category page of a particular type of product by clicking on any product in the image map located in the center of the page.

4a. User views the next few items from the list of all products in category by clicking on ‘Next’ link in the bottom right corner of product list and then navigates to ‘Product Screen’ of a particular product by clicking on that product link in ‘Products for this Category’ list.

## USE CASE UC2: Create New Account

**Description:** This use case describes how a new User can register with e-store

P**rimary Actor**: User

**Stakeholders and Interests**:

* **User**: Wants user-friendly interface and fast searching speed.

Wants to register and create the account with ease and within a short time.

**Company**: Wants to satisfy user interests and validate user information.

**Preconditions**: E-store website main page is loaded.

**Success Guarantee (Post Conditions)**:

* ‘Account verification Screen’ lets the user review his/her account details and then successfully register as a user of this site.

**Basic flow**:

1. The new use click on new 'create new Account link'.
2. The user is at Account Information screen.
3. The new use enters the following details in the Account Information Screen.

Contact Information:

1. First Name
2. Last Name
3. Street Address
4. City
5. State of Province
6. Country
7. Postal Code
8. Telephone Number
9. E-Mail Credit Card Information
10. Card Number
11. Card Type
12. Card Expiry Date

4. The user clicks on Update and the system validates all the user information and

displays the signing information page.

1. User enters the new Username and Password.
2. System validates that the Username is already in use. If not, system displays the

new account confirmation page.

1. System sends an e-mail notification about new account creation to User.

## USE CASE UC3: Maintain Shopping Cart

**Description:** This use case describes how an actor can modify items in the shopping cart.

**Primary Actor**: User

**Stakeholders and Interests**:

**User:** Wants to browse/purchase electronic items from the Store.

**Marvel electronics Owner:** Every user who visits the site or makes a purchase has a direct bearing on the revenue and hence the profitability of the store owner.

**Pre-Condition:** The actor is on the Cart Screen and have already logged in.

**Post-Condition:** The user successfully modifies existing items in the cart or adds new items to the cart.

**Basic Flow**

1. The user clicks on one of the category in the left frame of the screen and navigates to the item he wishes to add to the cart and clicks on the “Add to Cart” link.
2. The system displays the Cart Screen with the all the old items and the newly added item. The subtotal field displays the total cost of the shopping cart.
3. The user repeats steps 3 and 4 for all the items he wants to add to the cart.
4. The user modifies the item quantity for one or multiple items and clicks “Update Cart”.
5. The system updates the new quantity and displays the modified line item totals and sub-total to the user.
6. The user clicks the “Remove” link to remove any of the items in the cart.
7. The system deletes the item from the cart and adjusts the sub-total accordingly.

**Extensions (or Alternative Flows):**

a. User proceeds to adding Items to cart and modifying cart without logging in.

b. If the user enters a non-positive or non-integer quantity the system displays an appropriate error message.

c. If user closes the window without proceeding for payment, the cart is stored in the system for a pre-decided number of days, before getting flushed, so that the user can return to the cart in the future.

d. ‘Refresh cart’ feature is available for resetting the cart.

**Special Requirements:**

1. Multiple users should be able to add items to cart simultaneously.

**Technology and Data Variation List:**

None

**Frequency of Occurrence:**

There is a possibility that multiple users will add an item to the same cart simultaneously from different locations.