EXERCISE-7

Draw a UML diagram for online purchasing system. Provide top level **use case** 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 **Use Case Diagram** for an **Online Purchasing System**, illustrating the interactions between a web customer and the system.

Procedure:

1. **Identify Actors** – Define the main user: **Web Customer**.
2. **Define Use Cases for Web Customer** – Include **View Items, Make Purchase, and Client Register**.
3. **Break Down "Make Purchase" Use Case** – Include sub-actions like **Add to Cart, Provide Payment Details, and Confirm Order**.
4. **Establish System Interactions** – Show how the web customer interacts with the system through different actions.
5. **Use Relationships if Needed** – Apply **include** (e.g., Make Purchase includes Payment Processing) and **extend** (e.g., Registration extends Account Creation).
6. **Draw Use Case Diagram** – Represent **actors as stick figures, use cases as ellipses, and interactions with lines**.
7. **Ensure System Boundaries** – Place all use cases inside a system boundary labeled **"Online Purchasing System"**.
8. **Review and Validate** – Check for clarity, completeness, and adherence to UML standards.

Use Case Diagram:
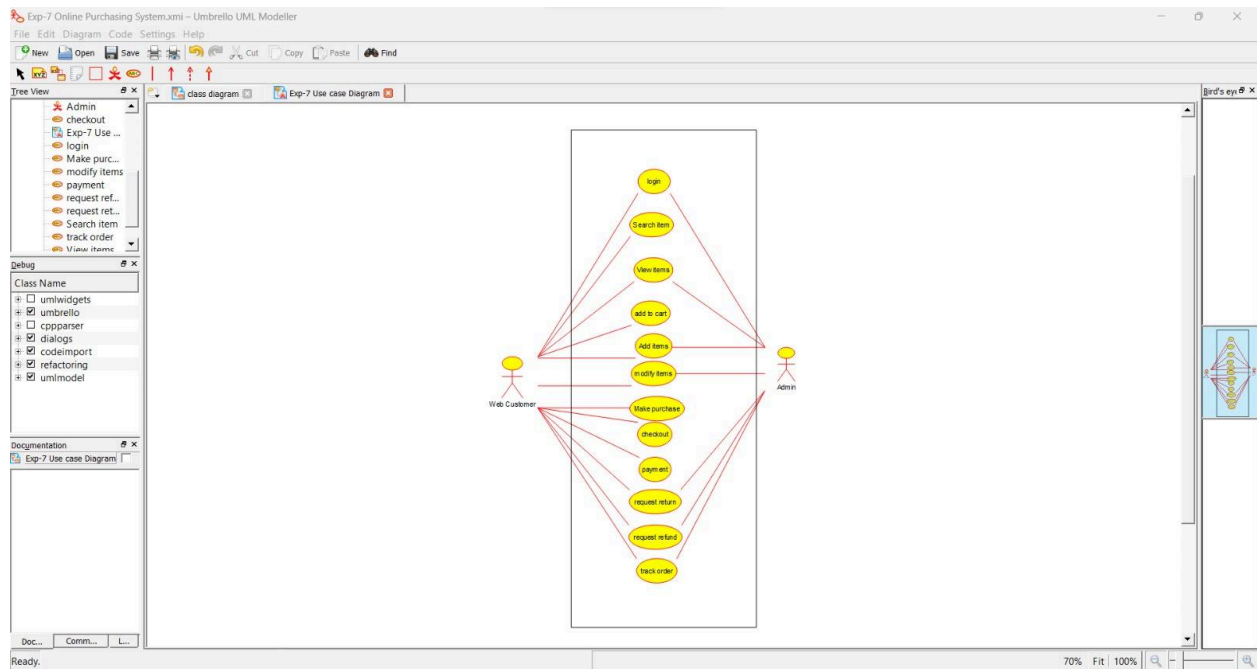
Result:
A **Use Case Diagram** for the **Online Purchasing System** was successfully developed, depicting the interactions between the web customer and the system's functionalities.