Experiment-7

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 purchase online. Top level use cases are View Items, Make Purchase and Client Register.

Aim

To design a **UML use case diagram** for an **online purchasing system**, illustrating the interactions between a web customer and the system's key functionalities.

Procedure

1. Determine the external entities interacting with the system.

2. List the main functionalities the system provides.

3. Connect the actor to the use cases using association lines.

4. Enclose the use cases in a rectangle representing the system boundary.

5. Ensure correct UML notation and clarity in representing interactions.

USECASE DIAGRAM
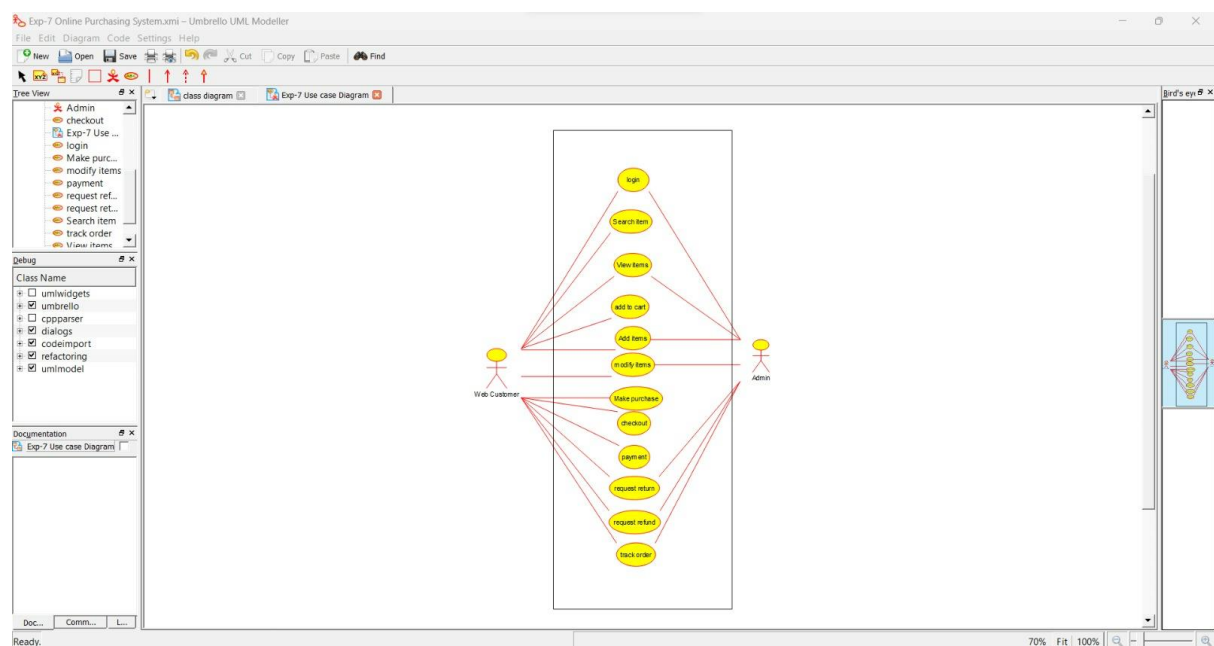
Result

A Use Case Diagram for the Online Purchasing System has been successfully designed, illustrating user interactions, product browsing, purchase transactions, and client registration.