

## Use Case “Pay order” outline

### 1. Brief description

This use case describes the interaction between the user and the system when the user wants to pay their order they just have placed.

### 2. Actors:

- a. Customer
- b. Software system
- c. Interbank

### 3. Preconditions

The user proceeded have just placed an un-paided, non-empty order

### 4. Basic flow

- Step 1. User choose a payment method (only 1 selection currently)
- Step 2. User provide transaction information
- Step 3. System use the information to connect to the interbank and proceed the buying
- Step 4. Show the buying information to the user
- Step 5. Save the order
- Step 6. Empty the cart
- Step 7. End the use case

### 5. Alternative flow

No	Location	Condition	Action	Resume location
1	At step 3	If the information input is incorrect	<ul style="list-style-type: none"><li>The software ask the user to re-input the information</li></ul>	At step 2
2	At step 3	If the buying is not succeded for some reasons	<ul style="list-style-type: none"><li>The software inform the user about the reason.</li></ul>	At step 2

### 6. Input Data

No	Data fields	Description	Mandatory	Valid condition	Example
1	Card holder name		yes		Nguyen Van A
2	Card number		yes		1234567890
3	Expiration date		yes	Consist of month and last 2 digits of year	01/24
4	Pin code		yes		1234

### 7. Output Data

No	Data fields	Description	Mandatory	Valid condition	Example
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### 8. Post condition

The user paid their order

