Use Case "Place order" outline

1. Brief description

This use case describes the interaction between the user and the system when the user want to place an order with the items in their cart

2. Actors:

2.1. Customer

2.2. Software system

3. Preconditions

None.

4. Basic flow

Step 1. Go to step 1 of the use case "View Cart"

Step 2. Request to place order

Step 3. The software checks the availability of the products in the cart and inform the user

Step 4. User update delivery's information and instructions

Step 5. The user selects place rush order or not

Step 6. The software checks the input information

Step 7. The software calculates and informs the fee to the user

Step 8. The user confirms the fee

Step 9. Switch to Pay Order use case, end the "Place order" use case

5. Alternative flow

No	Location	Condition	Action	Resume location
1	At step 3	If the cart is empty	The software inform the user that their cart is empty and return them to step 1	Step 1
2	At step 3	If there is an unavailable item	• The software switch to the update cart use case.	Step 1 of Use case "Update Cart"
3	At step 5	If the user selects to place rush order	• The software switch to the place rush order case	Step 1 of Use case "Place Rush Order"
4	At step 6	If the info is invalid	• The software notifies the info is invalid, asking the user to input again.	At step 4
5	At step 8	If the user not confirm	• Escape the ordering page, return to the view page	At step 1

6. Input Data

No	Data fields	Description	Mandatory	Valid condition	Example
1	Rush order selection		no		Yes/no
2	Order confimation		yes		Yes/no

7. *Output Data*

No	Data fields	Description	Mandatory	Valid condition	Example
1					

8. *Post condition*

The user accepts the fee of the order

The order is not empty