**Payment**

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| **Use Case Name**: Payment | | **ID:** 14 | **Importance Level:** High |
| **Primary Actor:** Buyer, Seller | **Use Case Type:** Detail, Essential | | |
| **Stakeholders and Interests:**  Buyer – Wants to pay money and increase the charge for his/her account.  Seller – Wants to pay money and increase the charge for his/her account. | | | |
| **Brief Description:**  This use case describes how a buyer or seller can withdraw or deposit an amount of money in his/her account as a charge. | | | |
| **Trigger:**  The User (Buyer or Seller) clicks on the Payment Button or increases the charge of the account.  **Type:**  External | | | |
| **Relationships:**  **Association**: Buyer, Seller  **Include**:  **Extend**:  **Generalization**: | | | |
| **Normal Flow of Events:**   1. The User clicks on the Payment Button or increases the charge of the account. 2. He/She is redirected to the transaction environment. 3. The user is asked to enter his card information. 4. Clicks on the Finish button. 5. After that redirected to the last page and the account has been charged. | | | |
| **Sub Flows:** | | | |
| **Alternate/Exceptional Flows:**  If the transaction has not been completed well:  The user’s money is rolled back into his pocket.  And shows the failure of operation to the user.  And redirect to the last page. | | | |