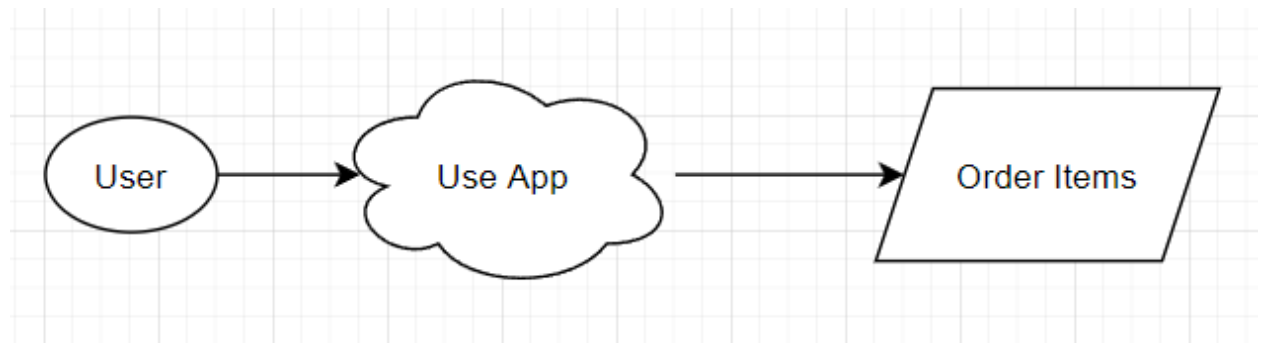
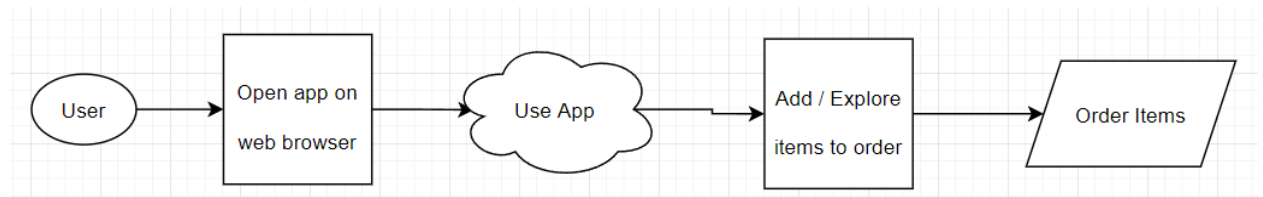


Design D0: In this diagram, the user; which is represented by an oval, is using the application to organize their desired online orders; which is represented by a parallelogram.



Design D1: This diagram goes into more detail than the 1<sup>st</sup> level. This diagram shows that the user will have to go through a process; which is represented by squares, of opening the app on a web browser in order to use the app. The user will then have to go through the process of finding and adding items from websites to order. Once they have the items they want to order, they can reach their goal of ordering the requested items.



Design D2: This diagram goes into even more detail than both the 1<sup>st</sup> and 2<sup>nd</sup> level. This diagram shows that the user needs to go through the process of opening the app on a web browser. Then the user would have to do the process of creating an account for the app which will have the data stored into a database. Once the user has an account and is logged in, they will have to add an item they would like to order which will be stored into the database. Alternatively, the user will have the ability to select an item that is already in the app to order which will retrieve the URL associated with that item from the database. Once the user has the URL, they will be able to use this link to reach their goal of ordering their items. All ordered items will be stored into the database which will have a history of all purchased items. This opens the ability for the third option the user may take which is to return a previously purchased item which will have all the information retrieved from the database as well.

