Name : Avinash Ratnavel Maharaj

Project : Sell Fort (Sell with Comfort)

User Requirements # US – 16, US – 17, US - 18

User Requirements

US – 16	Buyer should be able to pay by cash
US – 17	Buyer should be able to pay by barter
US – 18	Seller should be able to accept payment by barter and send message

Usecase Documents

Use Case ID:	UC-01
Use Case Name:	Pay for the item
Description:	Once the buyer is selected as the winner of the bid then he will an option of paying for an item

Actors:	Seller, Buyer		
Pre Conditions:	1. Buyer is logged in 2. Buyer is selected as the winner of the bid		
Post Conditions:	Payment is made by the buyer and confirmation is sent to buyer and seller.		
Frequency Of Use:	Every day		
Flow of Events:	SN	Actor Action:	System Response:
	1	Buyer opens the message box	His message box is displayed with messages
	2	Buyer selects the bid won notification message	Item information is displayed
	3	Buyer selects the choose to	Payment options are displayed

			proceed button	
	4	Buyer selects the pay by card button	Payment by card page is displayed
	5	Buyer enters the card details and submits payment	Confirmation is sent to both buyer and seller
Variations:	4. If buyer selects pay by barter then the system displays pay by barter page and buyer sends barter request and if seller accepts the barter request then a confirmation to sent to buyer.		
Notes of Issue:			
Developer Notes:			

Use Case ID:	UC-02
Use Case Name:	View Message
Description:	

Actors:	Seller, Buyer		
Pre Conditions:	User is logged in		
Post Conditions:	Message is displayed to the user		
Frequency Of Use:	Every Day		
Flow of Events:	SN	Actor Action:	System Response:
	1	User clicks on Message Inbox Button	Displays the message list
	2	User selects the message from message list	Displays the details of the message
Variations:			
Notes of Issue:			
Developer Notes:			

Use Case ID:	UC-03
Use Case Name:	Update Profile
Description:	User can update their profile information

Actors:	Seller, Buyer		
Pre Conditions:	User is logged in		
Post Conditions:	User information is updated		
Frequency Of Use:	Whenever user wants to update their information		
Flow of Events:	SN	Actor Action:	System Response:
	1	User clicks on update profile button	Update profile page is displayed
	2	User enters the data and clicks on submit button	Profile information is updated and a confirmation is displayed in the messagebox
Variations:			
Notes of Issue:			
Developer Notes:			

Use Case ID:	UC-04
Use Case Name:	Add to wishlist
Description:	Buyer adds the item to his wishlist

Actors:	Buyer		
Pre Conditions:	Buyer is logged in Buyer opened items page		
Post Conditions:	The item is added to the buyer's wishlist		
Frequency Of Use:	When user likes an item		
Flow of Events:	SN	Actor Action:	System Response:
	1	Buyer clicks on the product he likes	
	2	Buyer clicks add to wish list button	The item is added to his wish list
Variations:			
Notes of Issue:			
Developer Notes:			

Use Case ID:	UC-05
Use Case Name:	Rate User
Description:	Buyer can rate a seller and seller can rate a buyer

Actors:	Buyer, Seller		
Pre Conditions:	User is logged in Payment is made by Buyer Seller shipped the item		
Post Conditions:	The item is added to the buyer's wishlist		
Frequency Of Use:	When user likes an item		
Flow of Events:	SN	Actor Action:	System Response:
	1	Seller clicks on message box	Displays message box
	2	Seller clicks on the payment notification message	Displays the payment confirmation page
	3.	Click on rate user button	Displays user page
	4	Enter rating and submit	Updates the rating for the buyer
Variations:	1. Buyer clicks on message box and system displays the message box 2. Buyer clicks on shipment info and system displays the shipment information page 3. Buyer enters rating and submit.		
Notes of Issue:			
Developer Notes:			

Activity Diagram

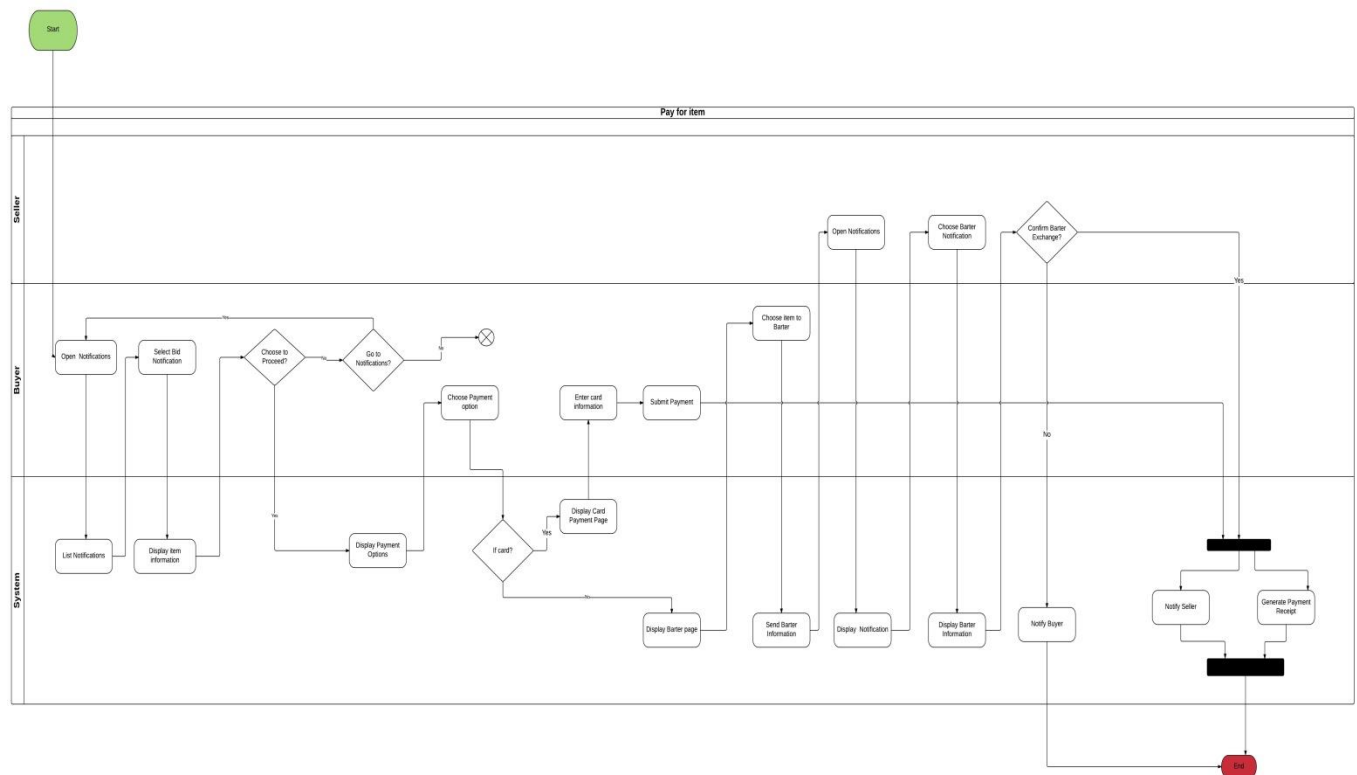**Requirement ID :** US - 16, US - 17, US - 18

Usecase ID : UC-01

Usecase Name : Pay for the item

Usecase Description : Once the buyer is selected as the winner of the bid then he will an option of paying for an item

Implementer : AVINASH RATNAVEL MAHARAJ

US – 16	Buyer should be able to pay by cash
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Link : https://github.com/avra0601/CSCI-5448-OOAD-project/blob/master/Avinash_Activity_Diagram_Pay%20for%20item.jpeg

Sequence Diagram

Requirement ID : US - 16, US - 17, US - 18

Usecase ID : UC-01

Usecase Name : Pay for the item

Usecase Description : Once the buyer is selected as the winner of the bid then he will an option of paying for an item

**Implementer :** AVINASH RATNAVEL MAHARAJ

Condition : Pay by card

US – 16	Buyer should be able to pay by cash
US – 17	Buyer should be able to pay by barter
US – 18	Seller should be able to accept payment by barter and send message
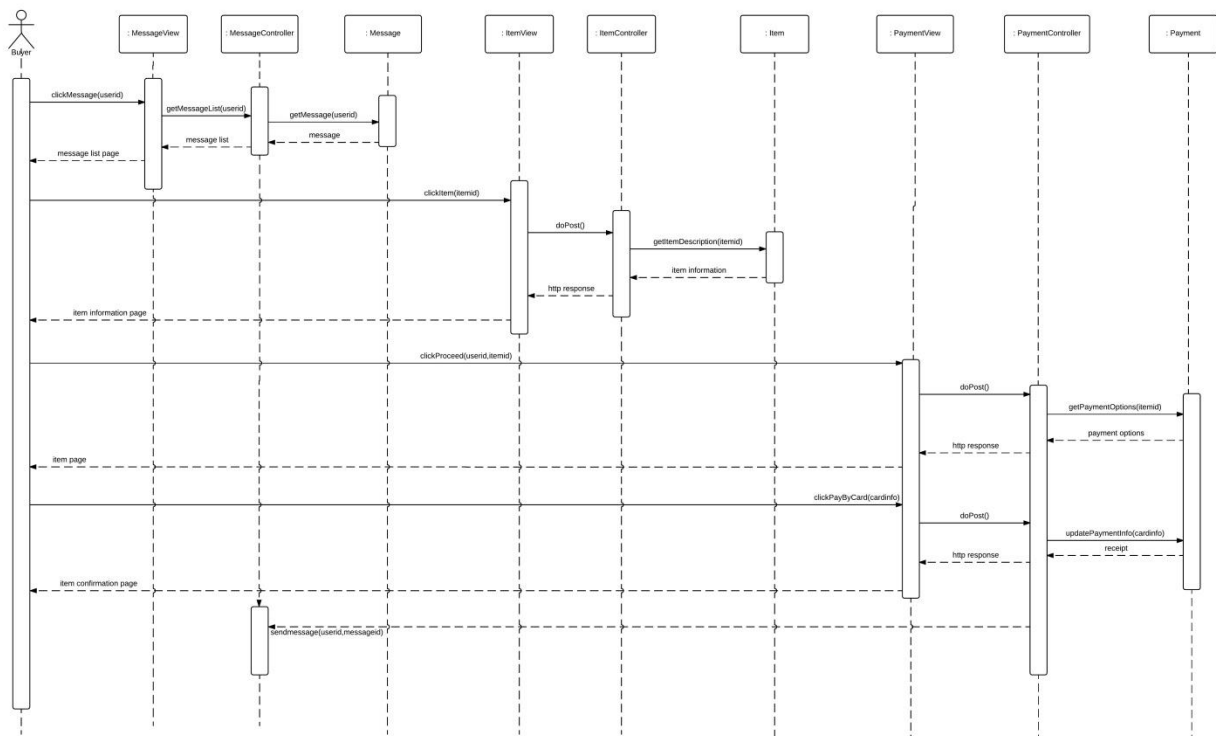
doPost() implies doPost(HttpServletRequest, HttpServletResponse).

Link : https://github.com/avra0601/CSCI-5448-OOAD-project/blob/master/Avinash_sequence_diagram_card.jpeg

Condition : Pay by Barter
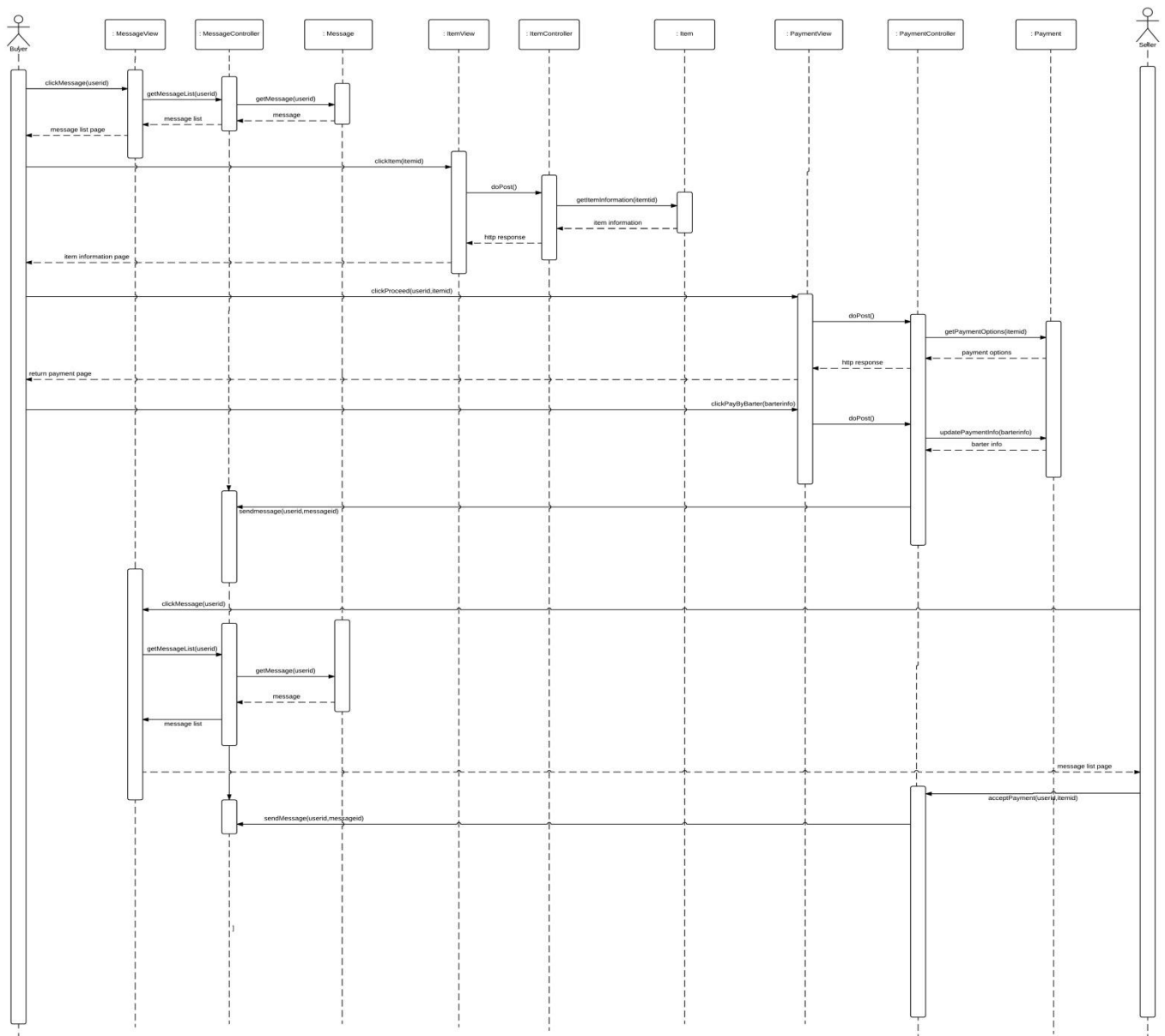
Link : https://github.com/avra0601/CSCI-5448-OOAD-project/blob/master/Avinash_sequence_diagram_barter.jpeg