7.) Draw a UML diagram for online purchasing system. Provide top level use cases for a web customer making purchases online. Web customer actor uses some web site to make purchases online. Top level use cases are View Items, Make Purchase and Client Register.

Aim:

To design a UML Use Case Diagram representing the primary interactions of a Web Customer with an Online Purchasing System.

Procedure:

1. Identify actors (Web Customer).
2. Identify top-level use cases (View Items, Make Purchase, Client Register).
3. Establish relationships between the actor and use cases.
4. Represent include relationships (e.g., Make Purchase includes Payment Processing).
5. Represent extend relationships (e.g., Client Register extends Login if optional).
6. Draw use case boundaries inside a system box.
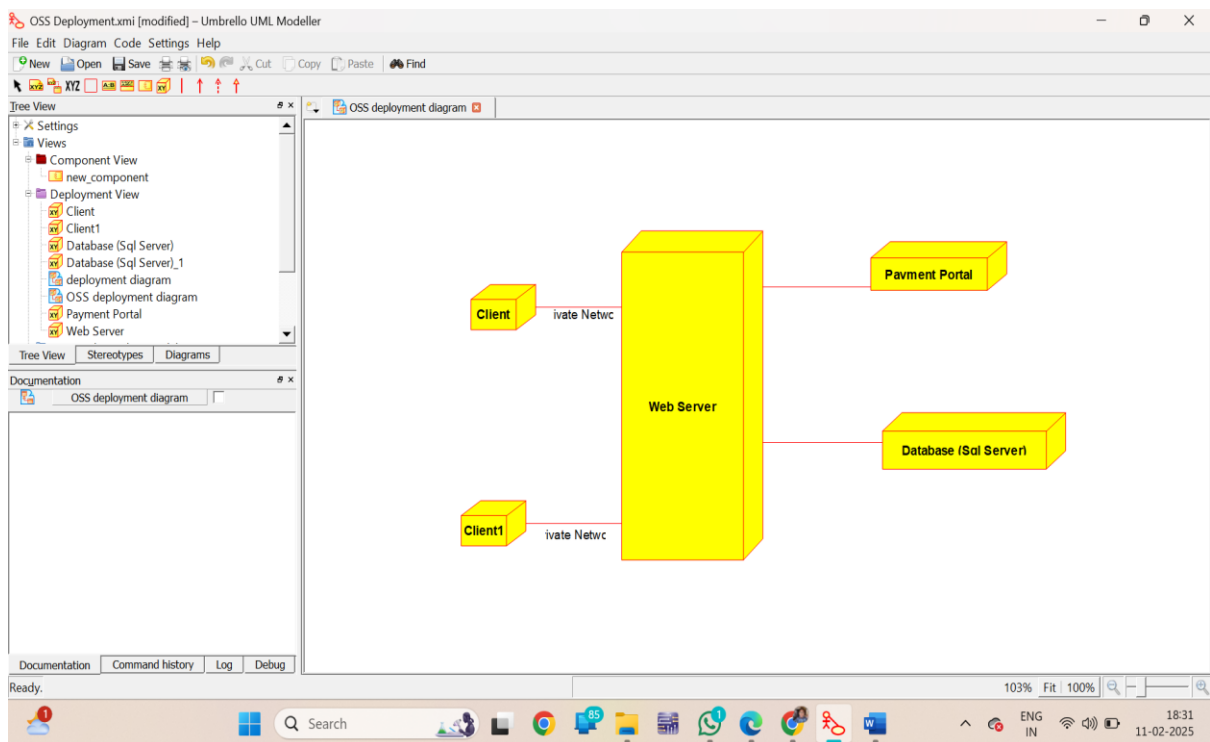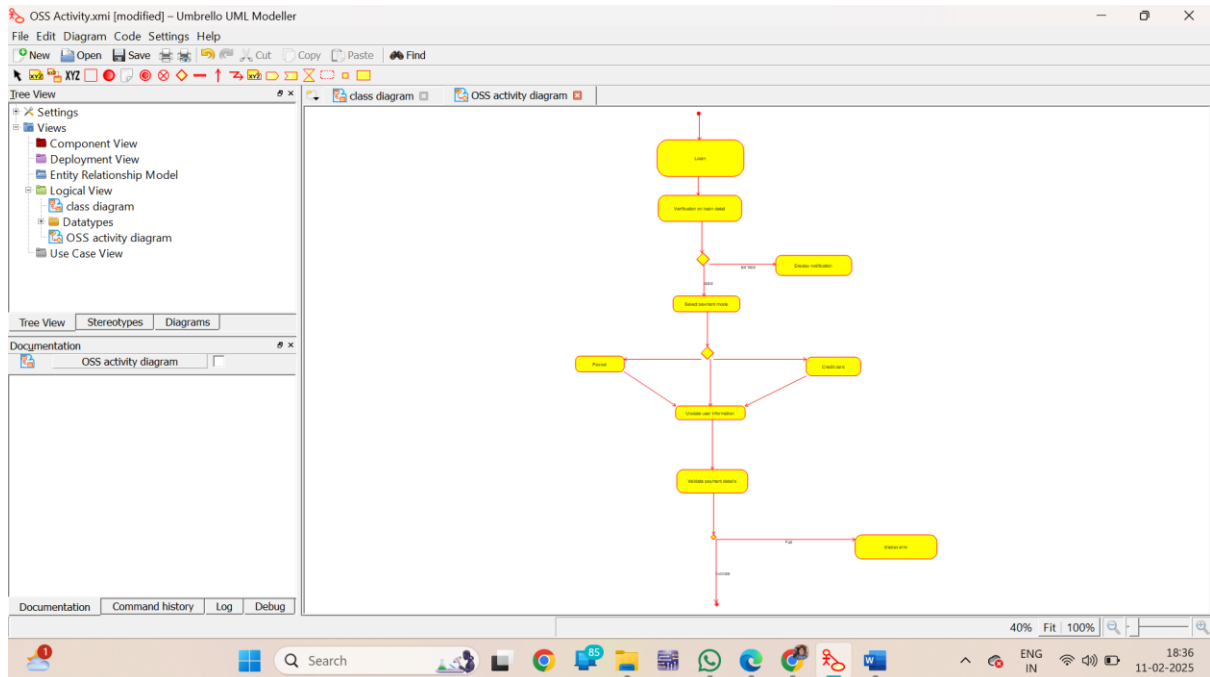7. Finalize and validate the diagram.
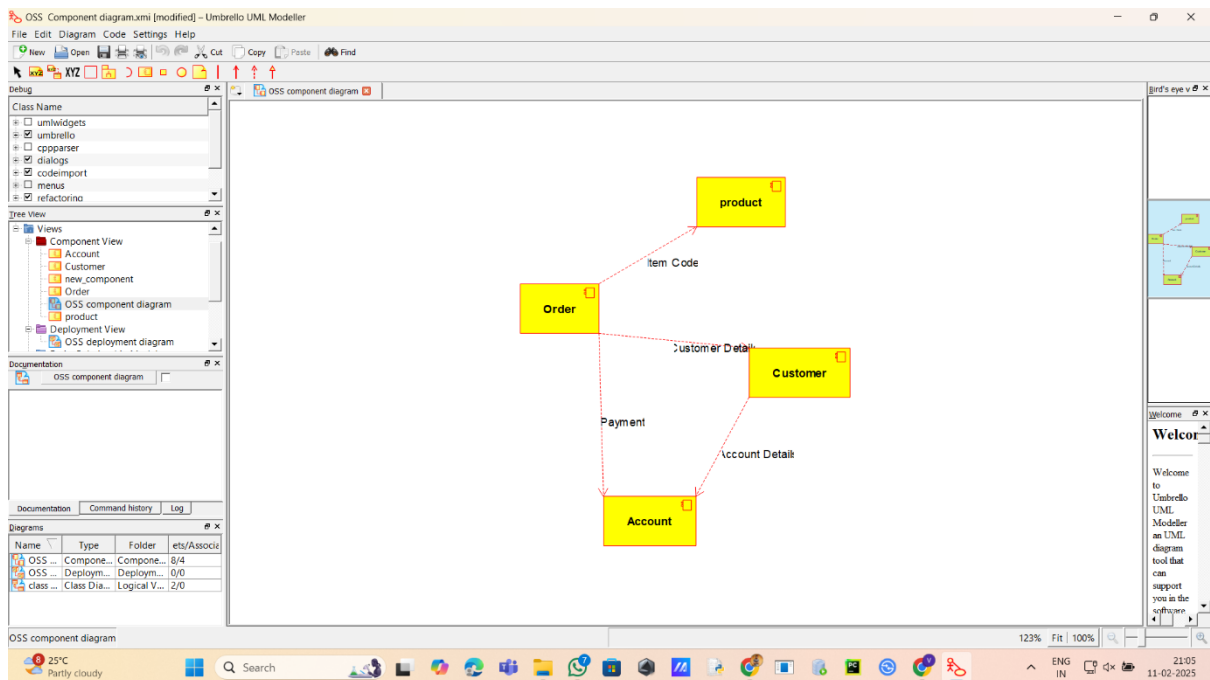
Use Case Diagram:
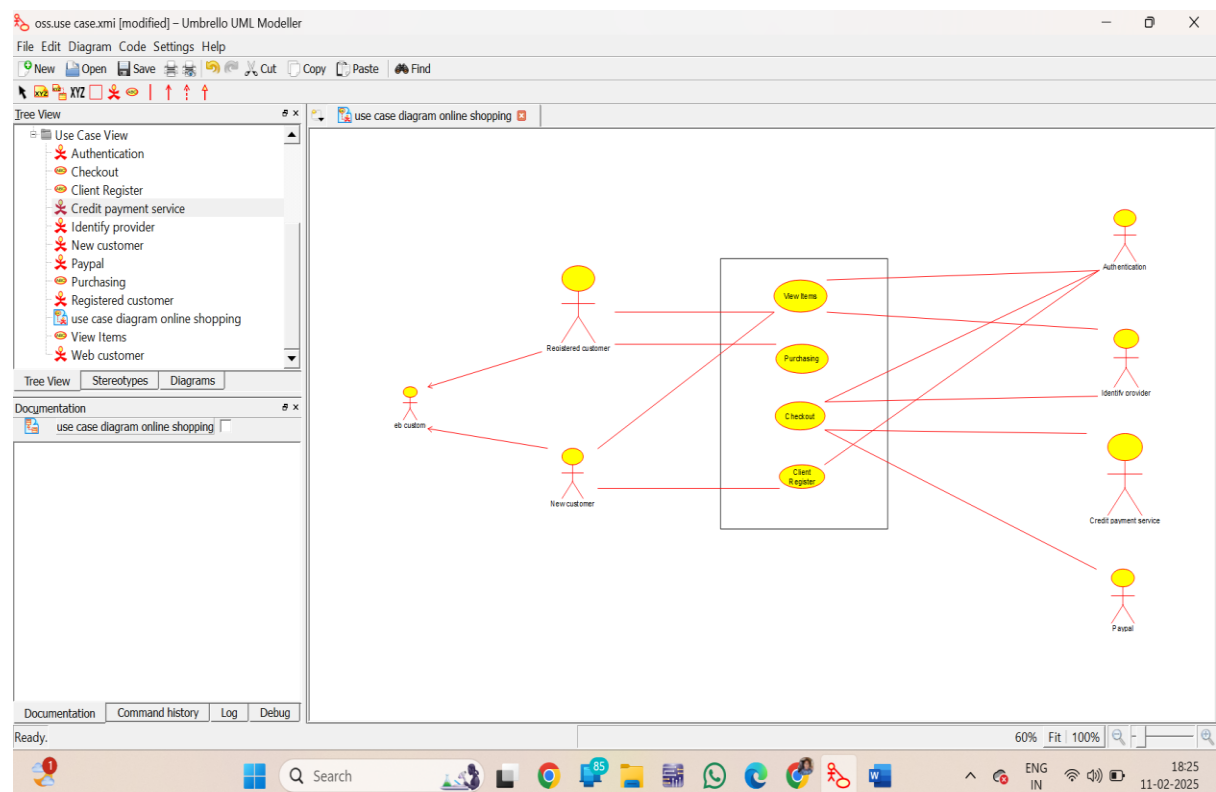
Class Diagram:
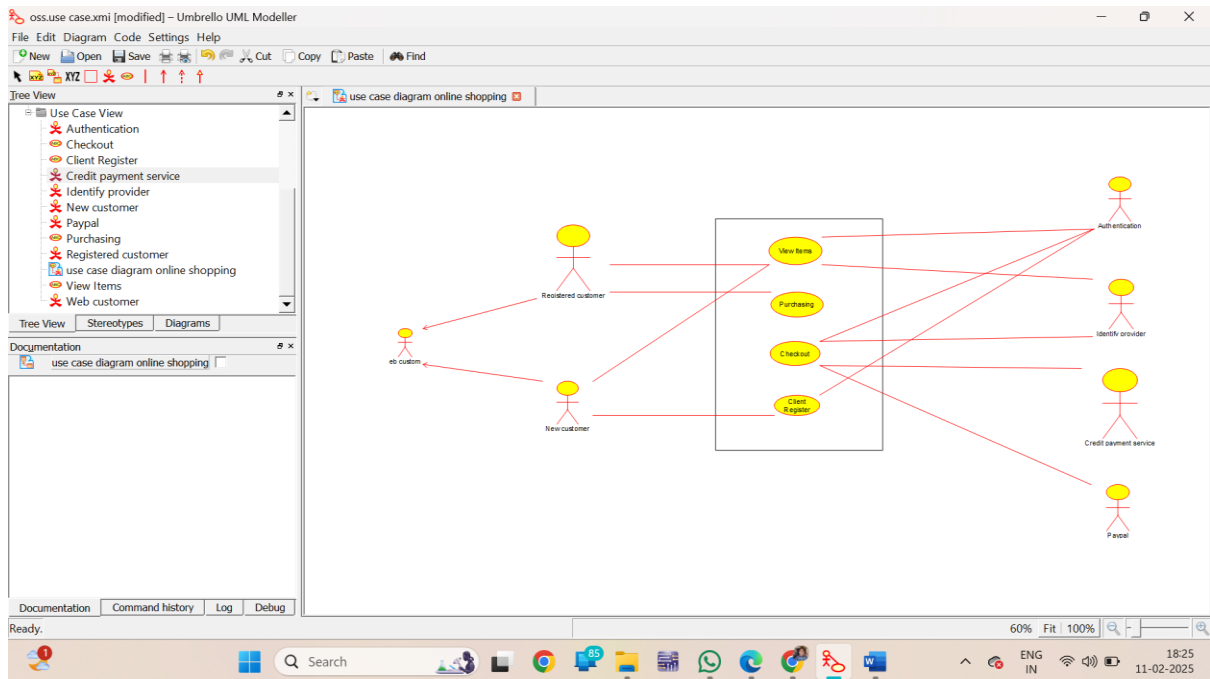
Deployment Diagram:

Activity Diagram:

Component Diagram

Result:

A UML Use Case Diagram illustrating the Web Customer's interaction with the Online Purchasing System, covering the fundamental use cases: View Items, Make Purchase, and Client Register.