Cash Register Use Case Diagram:
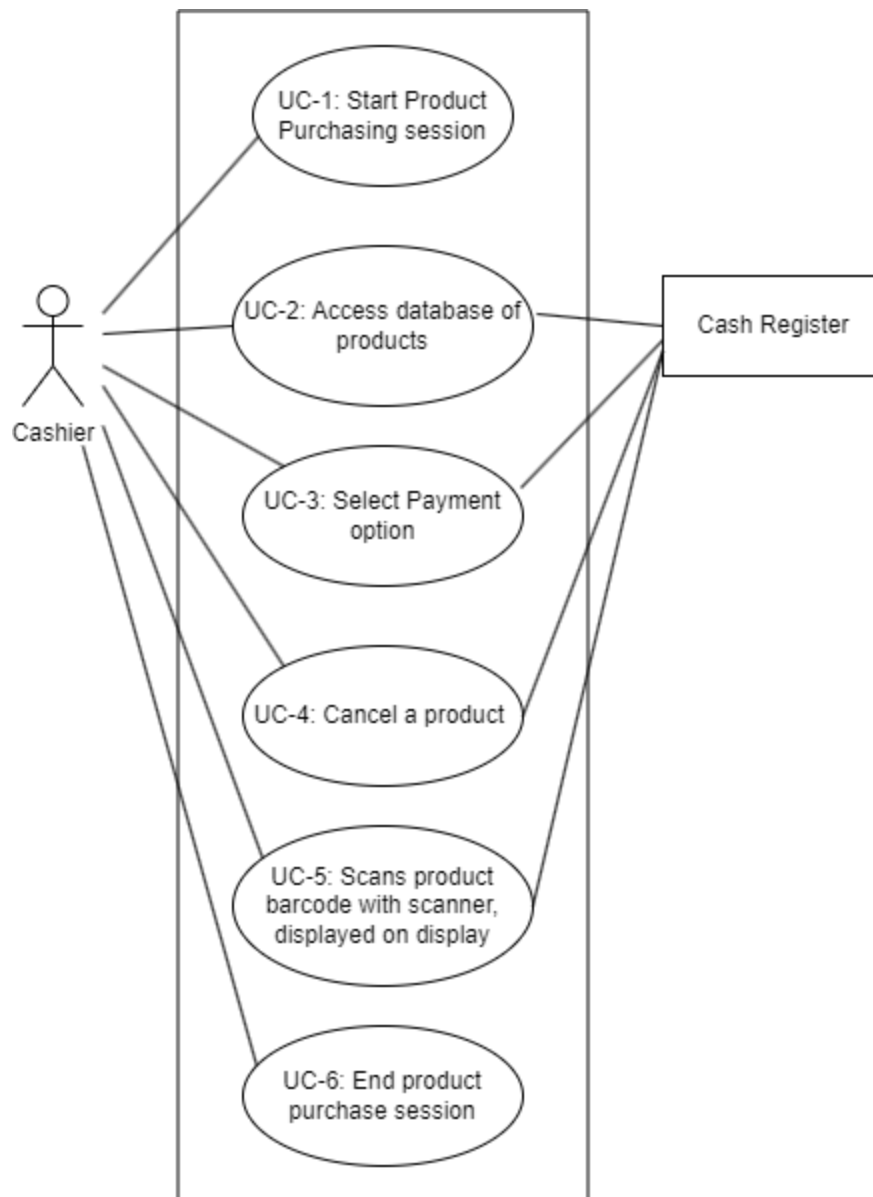
Use Case Descriptions:

Use Case	Description	Associated Requirements
UC-1	In order to scan any items the cashier must start a product purchasing session from the keyboard.	R-01
UC-2	The cash register contains a database of products, the database has the unit prices of all products scanned by the scanner	R-09

UC-3	The cashier asks the customer how they would like to pay then selects the specified payment option through the keyboard.	R-05
UC-4	A product a customer would not like can be removed and canceled by the cashier. The cashier must select cancel on the keyboard then scan the item they want to cancel or alternatively enter the barcode of the product they would like to cancel.	R-07
UC-5	All products that have been scanned are displayed to the customer via a display, the display shows the products price and name.	R-03
UC-6	Once the products have been successfully paid for, the cashier will end the product purchase session, which will cause the containing all of the products and their details of customer has purchased.	R-06

The five main components are keyboard, scanner, display, cash register, and ticket generator.