

Exercise 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.

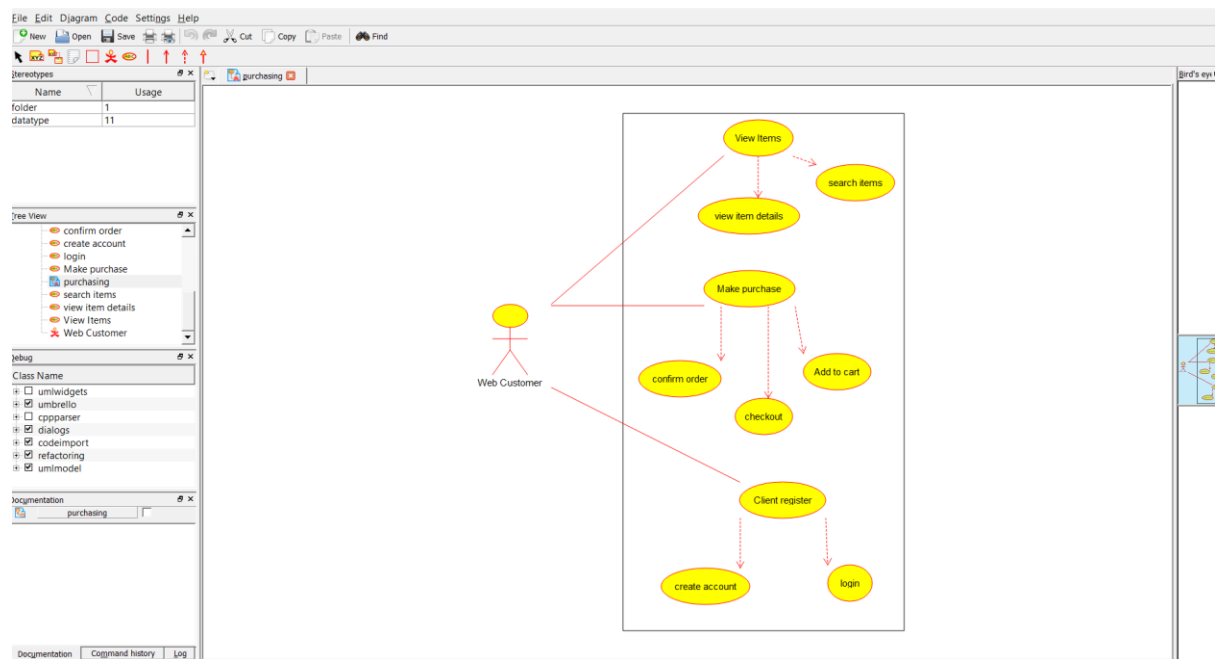
Aim:

To design a Use Case Diagram for an Online Purchasing System, illustrating interactions between web customers and the system.

Procedure:

1. Identify Key Actors – Define the primary actor as Web Customer who interacts with the system.
2. Define Use Cases – Identify top-level use cases: View Items, Make Purchase, and Client Register.
3. Establish Relationships – Connect the Web Customer to each use case with associations.
4. Define System Processes – Include sub-use cases like Search Items, Add to Cart, Provide Payment Details, Confirm Order, and Receive Confirmation under Make Purchase.
5. Draw the Use Case Diagram – Represent actors and use cases with appropriate associations.
6. Include Additional Actors – Introduce Payment System for processing transactions and Admin for managing products.
7. Validate and Optimize – Ensure clarity in relationships, proper connections, and refine for completeness.

Output



Result

Thus the UML diagram for the Online Purchasing System has been implemented successfully.