

1.	פעולות קניה
1.1.	קבלת מידע
1.2.	חיפוש מוצרים (לפי אלמנטים שונים)
1.3.	שמירת מוצרים בעגלת הקניות
1.4.	עריכת עגלת קניות (הוספה של כמות\מחיקה)
1.5.	Checkout (מורכב)

Use-case 3.1: getting information.

1. Actor: User
2. Precondition: There is at least one registered shop \ product.
3. Parameters: the user finds the wanted shop \ product.
4. Actions:
  - User: click on the info icon (belong to each product \ shop).
  - System: display the info of the selected object (product \ shop).
  - Good scenario: user will see the shop info after select it the click on the info button.
  - Bad scenario: info will not present to the user \ will present to the user but It's incorrect or incomplete information.

### Use-case 3.2 : search Items.

1. Actor: User (no different for each role)
  2. Precondition: the system allows to search for registered products.
  3. Parameters: identifying information for the wanted product.
  4. Actions:
    1. User: insert to the search box the identifying information
    2. System: Search for Items that connected to the giving info.
    3. The search results will appear on the screen.
- Good scenario: the system find the wanted product do to the identifying information the user as giving.
  - Bad scenario: the system do not find product even there is a product that fits with the information.

### Use-case 3.3: Saving products in a shopping cart.

- 1.Actor: User
  2. Precondition: the user find the wanted product.
  3. Parameters: the wanted product display on the screen.
  - 4.Actions:
    1. User click on the cart icon (belong to the product).
    2. the system make a connection between the product to the user cart.
- Good scenario: the user will see one more item in his cart.
  - Bad scenario: the system will connection to the wrong cart (other user) \ connection with the wrong product \ will no make connection at all.

#### USE- case 3.4 Editing the shopping cart

1. Actor: User
  2. Precondition: the user have at least one Item on the cart.
  3. Parameters: none, action of the user.
  4. Actions: for each product will appears the quantity.
    - Remove Item:
      - User: The user open he's cart.
      - User: edit the number to '0'.
      - User: save the action.
      - System: remove the item from the user cart.
    - Edit the quantity:
      - User: edit to the wanted quantity.
      - User: save the action.
      - System: check at the shop, product from if it can provide the wanted quantity.
      - System: If it's possible, will update the shop about the quantity. Other, the system will not allow to save the user action.
- Good scenario: the product will not appears in the user cart / will appears with the new wanted quantity.
  - Bad scenario: the product will appears with quantity '0' / wrong quantity / other Item will be updated.

### Use-case 3.5: check-out (buying)

1. Actor: User
  2. Precondition: the user have at least one Item on the cart.
  3. Parameters: none, action of the user.
  - 4.Actions:
    - The user open he's cart.
    - User click on the payment icon.
    - The system calculate the total amount of the product and display it on the screen.
    - The User insert the payment details
    - The System divides the payments by stores and sends the payment amount, for which store with the payment details to the external service (Payment option).
    - After receiving approves that payment done the system will send the invoicing to the associated shops and display the invoicing for the user.
    - The system will save that action in the data base, both the user and for the stores associated with the transaction.
- Good scenario: The user manages to make a payment for the products kept in the shopping cart, each store receives an invoice for its part in the transaction.
  - Bad scenario: The system is unable to make the payment \ the stores do not receive notification of the transaction \ A payment is made that does not match the user's shopping cart.