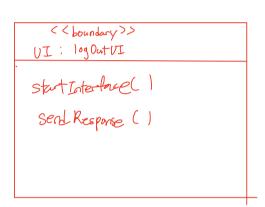


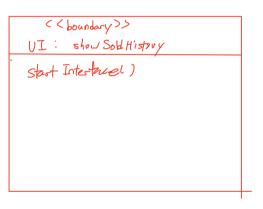
< < boundary>>	
VI: sign In VI	
start Interface()	
input Ind()	
< < boundary>>	

< < boundary>>	
UI: user Withdrawal UI	
startioterface()	
Send Response()	

< < boundary>>
UI: 16g In UI
start Interface()
input Inb()



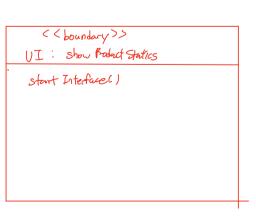
< boundary>> UI: add Product
start Interface()
input froduct Inb()



```
</boundary>>
UI: show Selling Product

Start Interface()

'input Product (Wame())
```



</boundary>>
UI: show Seller Product

Start Into Passe()
...

<<br/>
VI: buy Product

Start Interface()
 input Product Name()
 buy()

<<br/>
VI: unte satisfaction score

Start Interface()
 select Product ()
 input Review()

< boundary>>
UI: Show Purchase History

Start Interface()
.

<< control >>	<< control >>
Control:: siglin	Contant: user Withdrawal UI
input Ind()	Send Response()
create User()	
< < control >> Control: leg In	< < control >>  control:: log Out
input Ind()	sent Response ()
<< control >>	< Control >>
control: add Product	Control: show Sold History
input froduct Inb()	
<< Contro( >>	
Control: Show Selling Product	< Cooted >> Control: Show Product Statics
input Product Name ()	

<pre>&lt;&lt; control &gt;&gt; control : show Seller Product</pre>	< control >> control :: buy Product
	input Product Name() buy ()
<< control >> onlino : write Satisfaction Score	< < control >>  control: Show Purchase History
select Product () input Keview ()	