

# MANAGEMENT INFORMATION SYSTEM

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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

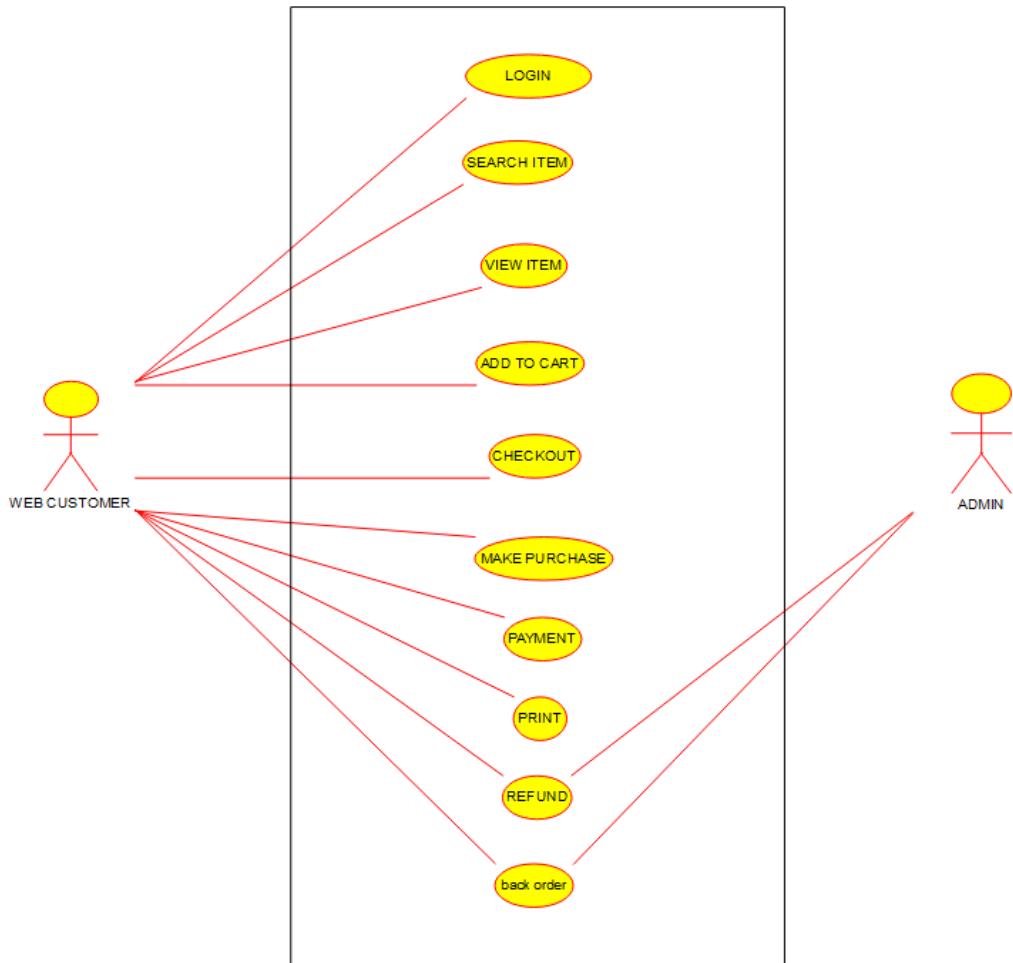
To design a UML **Use Case Diagram** for an **Online Purchasing System**, focusing on web customer interactions for viewing items, making purchases, and client registration.

## PROCEDURE

- Identify the main actor: **Web Customer**.
- Define top-level use cases: **View Items, Make Purchase, and Client Register**.
- Establish relationships between the **Web Customer** and these use cases.
- Include interactions such as **Adding Items to Cart, Payment Processing, and Order Confirmation**.
- Use **extends** and **includes** relationships where necessary (e.g., Payment Processing includes Order Confirmation).
- Draw the **Use Case Diagram** to visualize the interactions.
- Ensure proper UML notation for clarity and completeness.

## OUTPUT:

### USE CASE DIAGRAM:



## RESULT

The **Use Case Diagram** for the **Online Purchasing System** was successfully designed, covering all necessary user interactions and system processes. This provides a clear structural representation for implementation.