

interaction SequenceDiagram

Customer

Inventory System

Order System

Payment System

ref

ViewItemsInformation

ref

MakeOrders

ref

DoPayment

interaction sd MakeOrders

Customer

Order System

loop (1,*)

[True]

fill in personal detail

Status =IdentityInformation:Status

alt

[status== "OK"]

loop (1,*)

add item

CalculateTotalAmount

submit items

[else]

error information

interaction sd ViewItemsInformation

Customer

Inventory System

ref

GetAvailability

Status = check availability: Status

alt

[Status=="True"]

FindClosestStore

return closest store

interaction sd DoPayment

Customer

Payment System

loop (1,*)

[True]

FillInCardDetail

IdentifyCardDetail

DetailStatus = identify:DetailStatus

alt

[DetailStatus == "OK"]

enter(Pay)

check balance

balanceStatus = balance : balanceStatus

alt

[balanceStatus ="enough"]

PaySuccessfully

[else]

balanceNotSufficientInformation

[else]

detail error information

interaction sd GetAvailability

Customer

Inventory System

choose product code

choose product color

choose size

check availability

