**I. Usecase “Pay Order”**

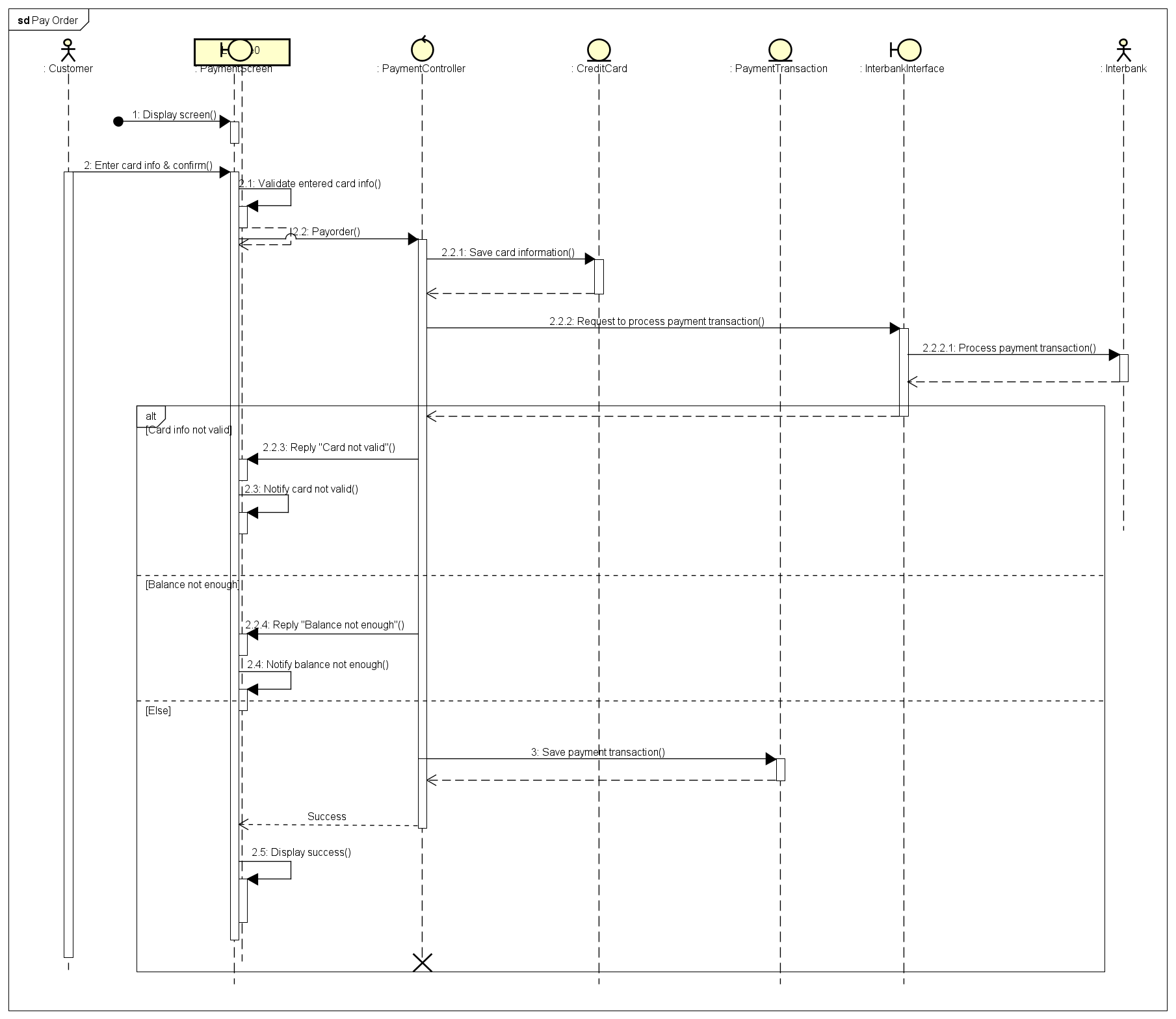
1. Các lớp phân tích:

- Boundary class: PaymentScreen, InterbankInterface

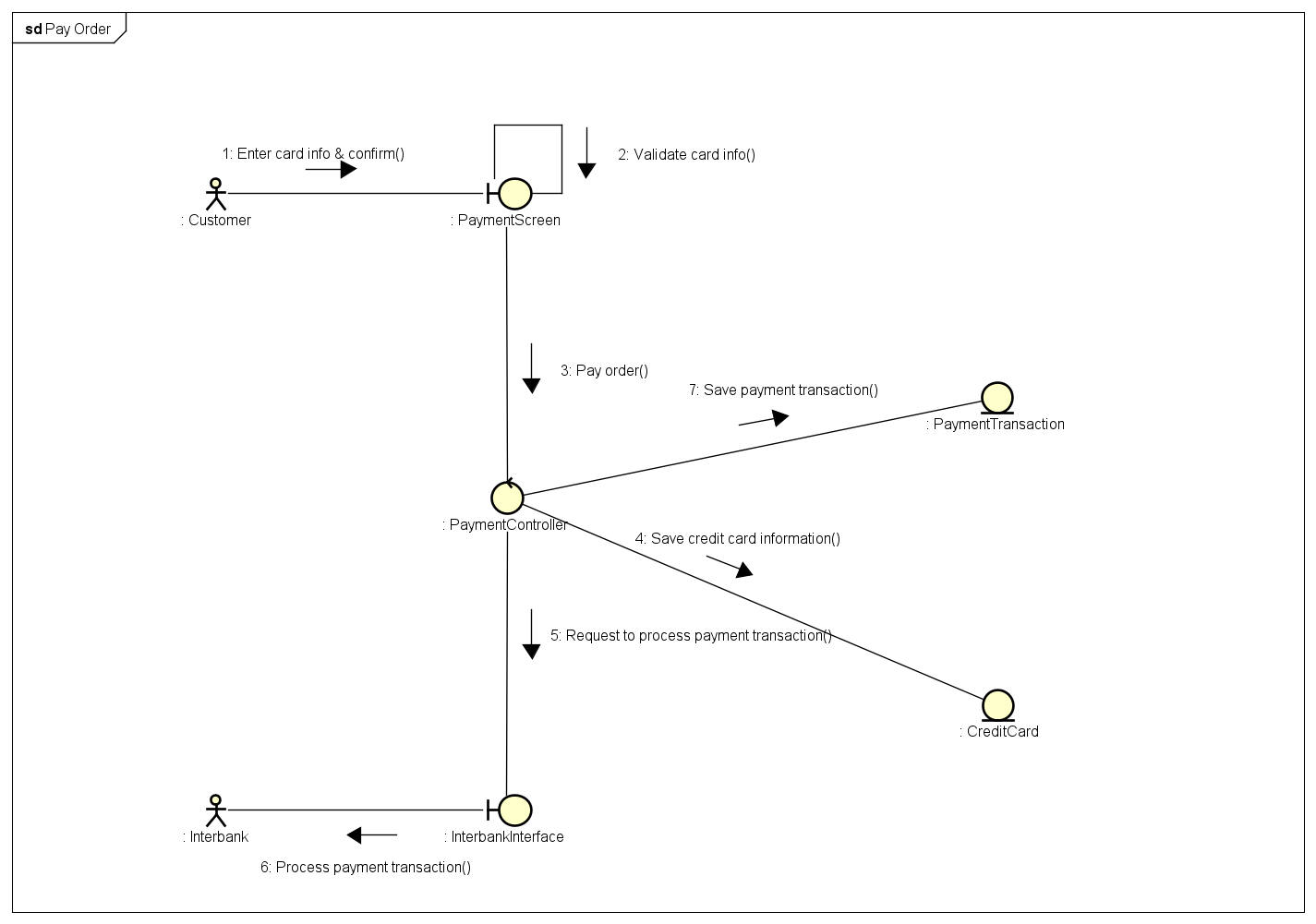
- Control class: PaymentController

- Entity class: CreditCard, PaymentTransaction

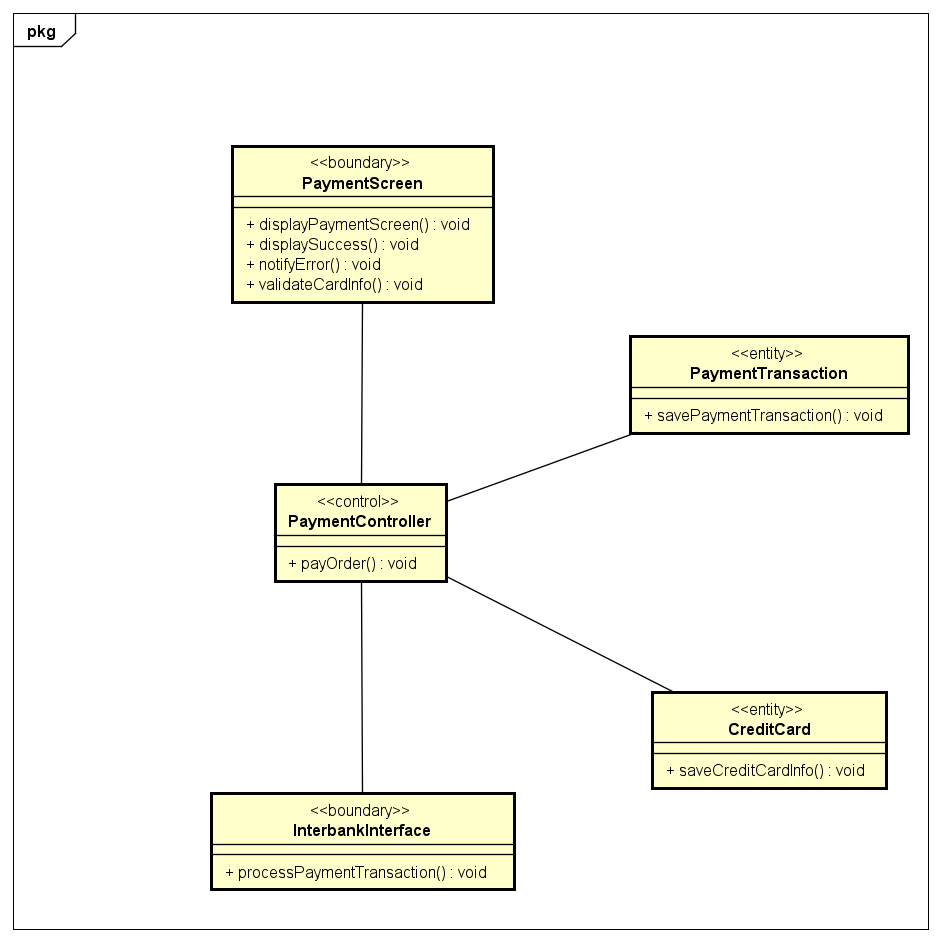
2. Biểu đồ Sequence Diagram:



3. Biểu đồ Communication Diagram:



4. Biểu đồ Class Diagram:



**II. Usecase “Place Rush Order”**

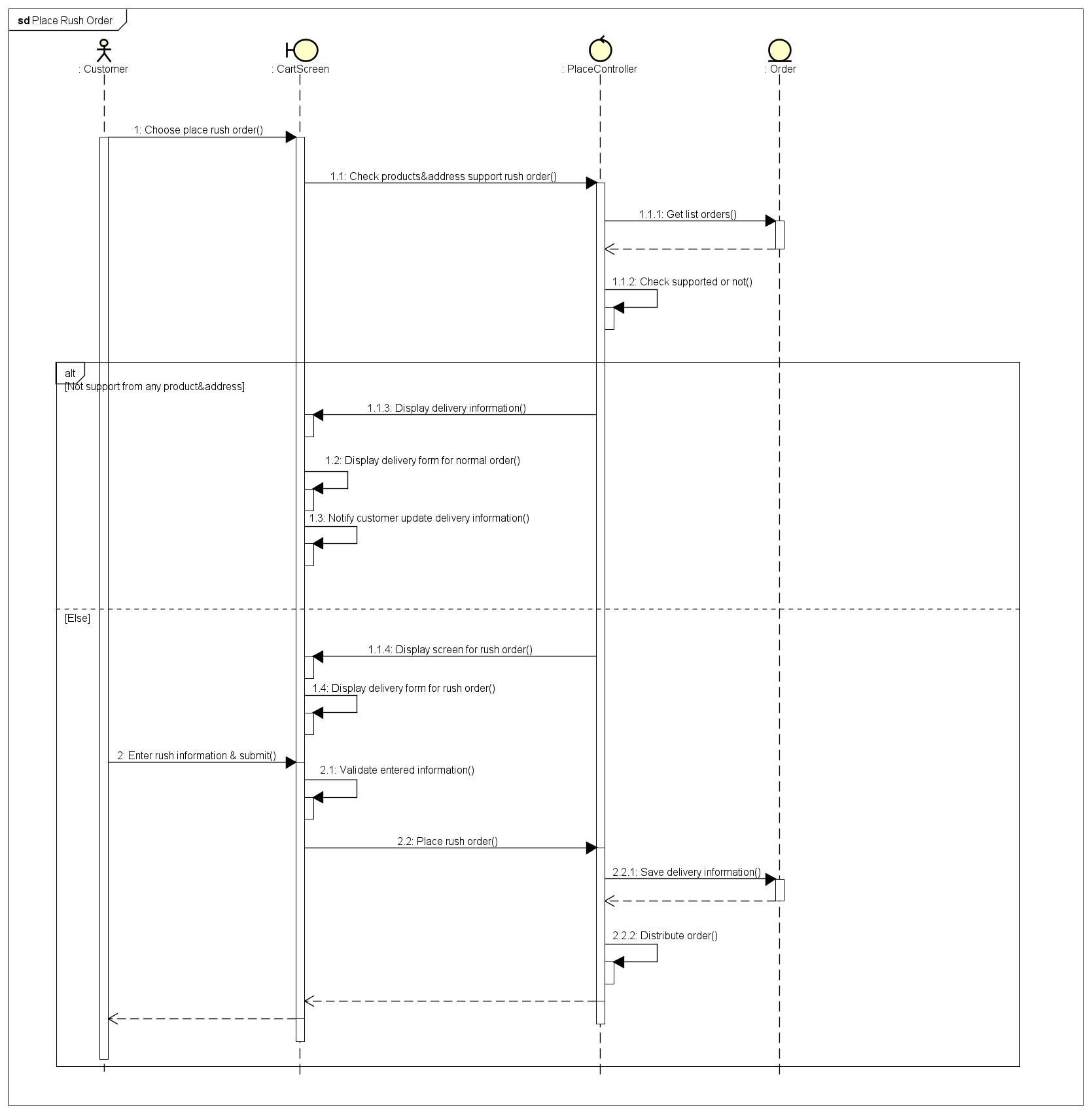
1. Các lớp phân tích:

- Boundary class: CartScreen

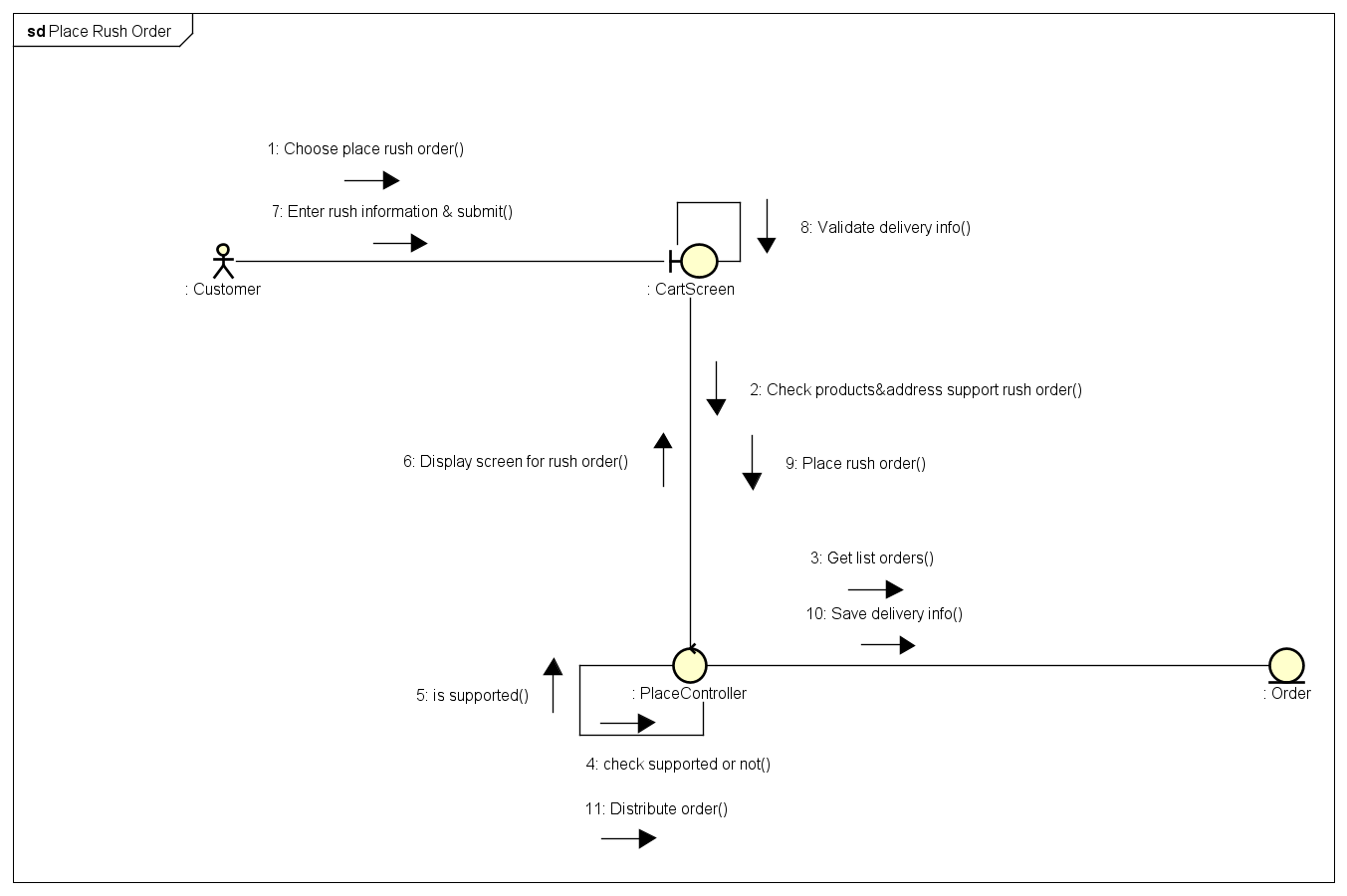
- Control class: PlaceOrderController

- Entity class: Product

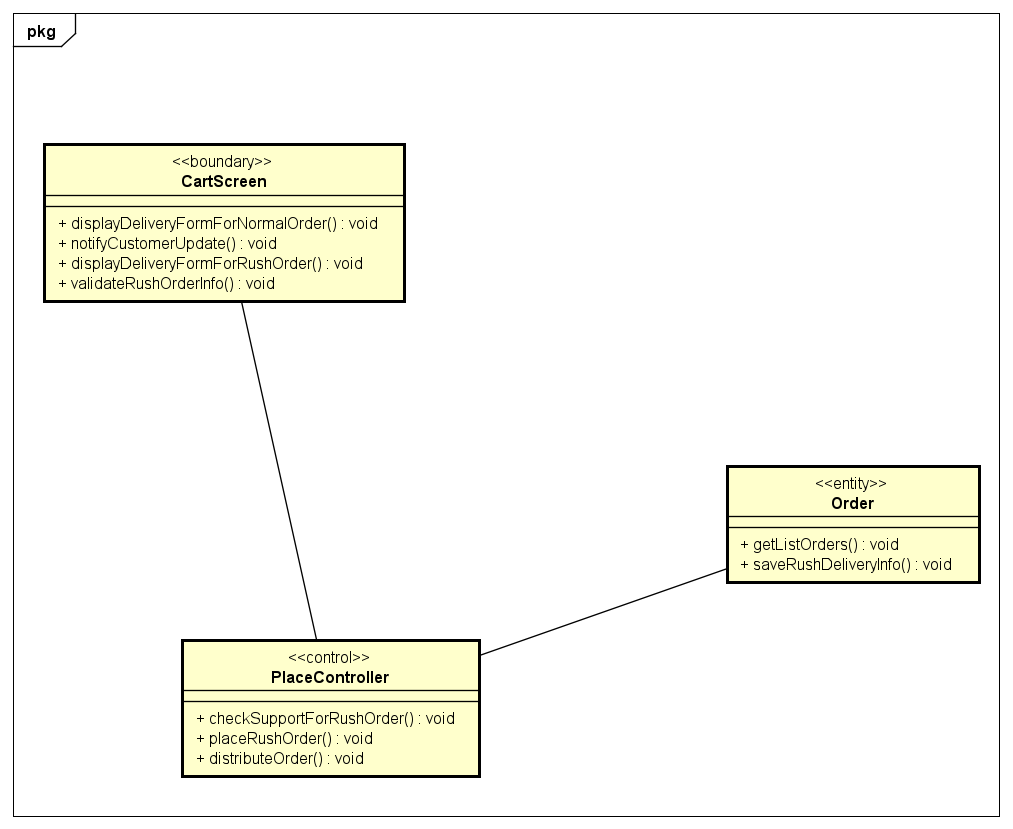
2. Biểu đồ Sequence Diagram:



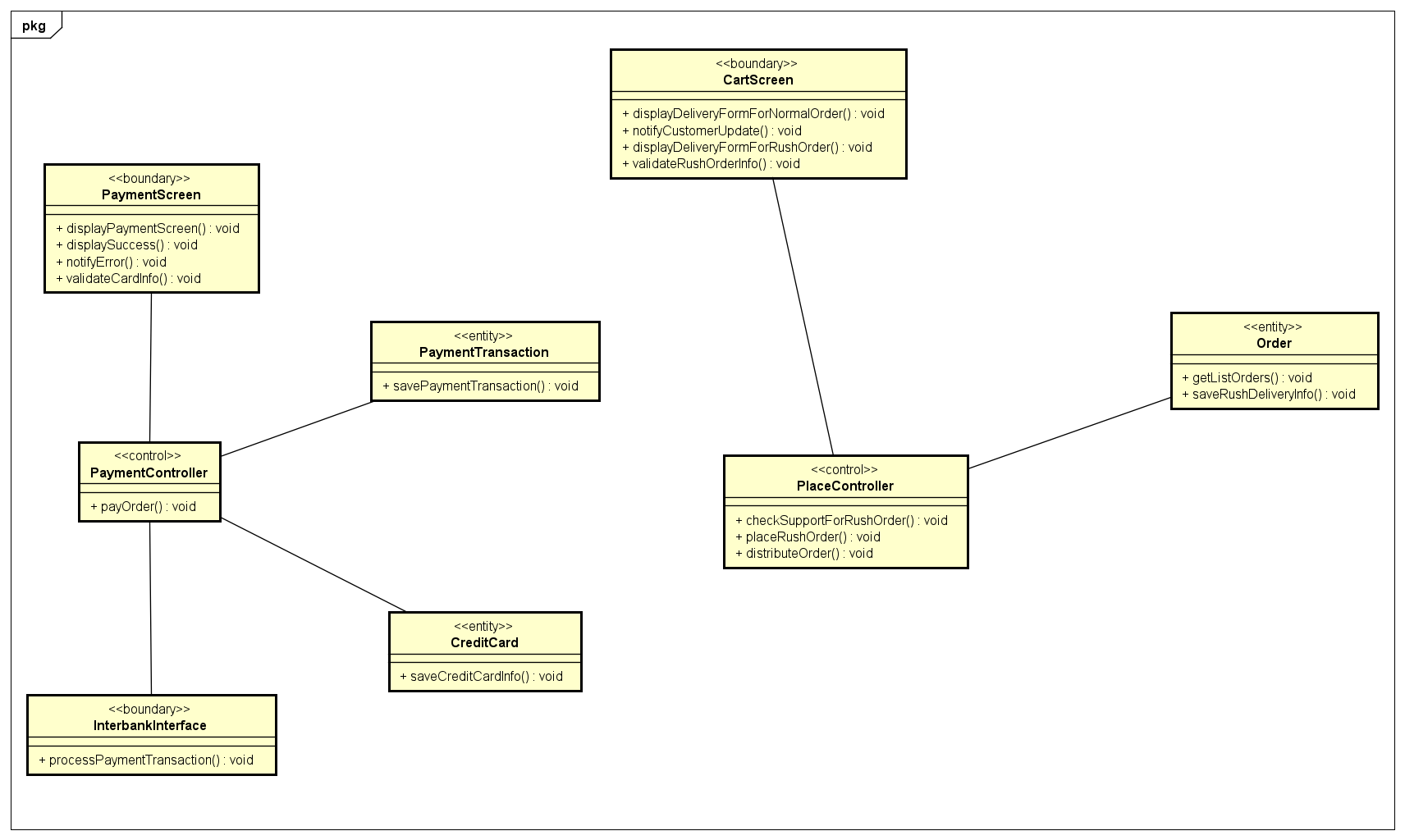
3. Biểu đồ Communication Diagram:



4. Biểu đồ Class Diagram:



**III. Biểu đồ lớp gộp của 2 usecase:**

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