

Descriptive use case

Use case of UML Activity Diagram (A)

Use case Title: Online shopping

Primary Actor: web customer

Goal in context: User Goal

Stakeholders: Administrator, Authors, team of online shopping, shipping facility provider

Pre-condition:

- 1- Internet connection must be available.
- 2- URL of website must be defined to shop online.
- 3- Customer must have account on online web store to place order.

Trigger: To serve web customer with online portal for shopping.

Minimal Guarantee/ Post-condition:

- 1- In case web customer forgot the username and password he/she may not proceed.
- 2- Customer account sign details may not be authenticated due to internet connection drop.
- 3- Placing order process may not be fulfilled due to internet connection drop.

Success guarantee/ post condition:

- 1- Web customer should be logged in online shopping portal.
- 2- As new customer :
 - Customer will perform an activity to search items
 - If search items are found then display it otherwise go back to search again.
 - If items found view all found items
 - Select the item and allow customer to search more items
 - Select the items for shopping
 - If items are found add it to your shopping cart
 - If you want to more items in cart got to point 3 otherwise to point 4
- 3- As existing customer:
 - Browse more items
 - View the all related items
 - Select an item and if customer again want to browse another item
 - Add the item in your cart
 - If customer again want to browse items allow to browse items for customer
- 4- Viewing the cart
 - View the shopping cart if you want to update selected shopping items

- If user want to more shopping to 2nd point
 - If user done with shopping go to point 5
- 5- Proceed to checkout and then checkout and terminate

Extensions:

- **Alternate flow of events**
 1. If server is not available then It will not serve
 2. User may not receive admin's mail for long time
- **Exceptions**
 1. Incorrect information is given
 2. The user trying to log in does not have administrator privileges for the system
 3. The user trying to log in is not registered with the system

Use case of UML Activity Diagram (B)

Use case Title: Login

Primary Actor: User

Level: User Goal

Stakeholders: User

Pre-condition:

1. Software must be installed on system.
2. Appropriate users must number of times to access system
3. User must know their log-in details for the system

Trigger: log in system used to access network

Minimal Guarantee/ Post-condition:

If user cannot log in or provides incorrect details, the software will prompt to enter again the name and key.

Success guarantee/ post condition:

- 1- User ask for permission to access the system.
- 2- System allow to access
- 3- If access trial is greater than 3 times it will show error message and system will terminate.
- 4- If access trial is less than 3 times system ask name and key
- 5- User will enter name and key
- 6- If name is less than 4 character again ask for name
- 7- If name and key is true system allow access
- 8- Otherwise it will show an error message and again ask for name and key
- 9- Then in result of success terminate

Extensions:

- **Alternate flow of events**
 - 1- User enter wrong input
 - 2- User access the system but failed
 - 3- User gives information but system terminates
- **Exceptions**
 - 1- System will not show login page
 - 2- After accessing the system, access will not be counted
 - 3- System terminates even name and key is true

UML Activity Diagram (C)

Add new Users

