ASSIGNMENT OF ACTIVITY MODELING

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CLASS: BSCS 5th

SUBJECT: Software Engineering

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PART 1- (A) ONLINE SHOPPING

Use Cases

Use Case 1: Can Add Products =

Primary Actor	Customer, System(Online)
Goal in context	To Add Product in cart, Search Items.
Preconditions	Items/Product Available.
Trigger	Add Products to cart
Scenario	 User can view Menu for Products. The USER clicks some product then much. Can view the details for product. Clicks to add in cart. Can view Price if affordable.
Exceptions	1. Item not found.
Alternate Options	Can skip adding to cart and do searching for More Products.

Use Case 2: Can Update Its Cart =

Primary Actor	User
Goal in context	Can update or edit in added items in cart.
Preconditions	Already have adding some product.
Trigger	Can update Cart Product.
Scenario	 Click to Update Cart. By Adding More Products. The system Reads it.
Exceptions	 Shows error while Updating. Connection Lost. Cart can be empty still.

Use Case 3: Check out =

Primary Actor	Customer, System(Online)
Goal in context	Can Check Out After Adding, Updating.
Preconditions	Already have added some product in cart.
Trigger	Can Check Out.
Scenario	Click to Check Out Cart. Payment Method, Cash/Credit. The system Reads it.
Exceptions	Shows error while Updating. Connection Lost. Cart can be empty still.

PART 1- (B) Log In-

Use Case 1: Login =

Primary Actor	Customer
Goal in context	Can Login.
Preconditions	Already have an account.
Trigger	Can Log In.
Scenario	Add Username/Email. Add Password. The system Reads it.
Exceptions	1. Forgot the password. 2. Connection Lost. 3. Cart can be empty still. 4.Username/Password Limits Exceeds.