UML Activity Modeling

Lab Part-1a

(Online shopping)

User cases title: Online Shopping

Level: user goal

Actor: customers

Goals: Anyone can access website from any corner of the world for shopping purpose.

Pre-condition:

Internet connectivity is available.
Website must be accessible by anyone.
User should be logged in.
Items should be in the shopping cart.

Trigger: Provide the environment for web customer for online shopping

Scenario:

1: The customer logs in to the web application.
2: Customer enters his/her username
3: Customer enters his/her password
4: Website authenticates username and password.
5: If not the existing user then he should sign up providing all needed information e.g. Postal address, Credit Card number, Full Name.
6: System goes to main page
7: User clicks on the "search box" and types the required item.
8: User clicks on the "search" button.
9: System displays the list of the available searched item.
10: User clicks on "View details" on the required item and system displays the details of the selected item.
11: User clicks on the "Add to the Cart" and system adds the item to his/her cart.
12: User clicks on the "Cart" icon to view the shopping cart list.
13: User clicks on the items in the "Shopping Cart" to update the cart.
14: System displays the final list.
15: User clicks on the "Order" to order his/her items in the "Shopping Cart".
16: System displays the "Order status".
17: User checks out by clicking "Ok" button and system display the main web page.

Extensions:-

Exceptions:
1: Loss of internet connections or electricity.
2: Items are not found.

Frequency of Use: 24/7 availability.

Lab Part 1b
(Login System)

Use Case Title: User Login System

Level: User Goal

Primary Actor: User

Stake Holders: Users, Administrator

 Pre-Conditions:

1- System should be available.
2- User must enter the system.

Trigger: User asks access to the system.

Scenario:

1- User start the system
2- User must enter name and password.
3- If the name and password is wrong, system should display error message. And allow user to enter again.
4- User can try at least three times.
5- System should validate its name and key.
6- If the user enters name and password wrong for at least three times, system should terminate.

   Extensions:

   Exceptions:

   1- Access try limit is exceeded.
   2- Name and key size is less than the limit (4) defined.
   3- Name and key are not registered.

Lab part 2

(Adding a new user into system)