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**LAB TASK 3: UML ACTIVITY MODELING**

NAME​: Mueed Iftikhar

ROLL ​ NO​:​ ​ 153184

SUBJECT ​:​ ​ Software​ ​ Engineering​

Online ​ Shopping​

*Use*​​*Cases*

**Use**​​**Case**​​**1**​​**:**​​**Add**​**ing items to** ​**Cart**

|  |  |
| --- | --- |
| **Primary**​​**Actor** | Client |
| **Goal**​​**in**​​**context** | To​ ​fill​ ​shopping​ ​cart​ ​with​ ​selected​ ​items​ ​to​ ​buy |
| **Preconditions** | Search​ ​Items Browse​ ​Items |
| **Trigger** | Click​ ​on​ ​‘Add​ ​Item​ ​To​ ​Cart’ |
| **Scenario** | 1. Customer​ ​searches ​ items​ 2. Customer​ ​view​ ​item​ ​detail​ ​if​ ​item​ ​found 3. Customer​ ​Browses​ ​related​ ​content​ ​if​ ​item not​ ​found 4. Customer​ ​clicks​ ​on​ ​‘Add​ Item​​ to​ ​​Shopping Cart’ |
| **Exceptions** | 1. Item​ ​not​ ​found 2. No ​ related​ ​ item​ ​ found​ 3. Cart​ ​exceeds​ ​max​ ​item​ ​limit |
| **Alternate**​​**Options** |  |

**Use**​​**Case**​​**2**​​**:**​​**View**​​**and**​​**Update**​​**Shopping**​​**Cart**

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| --- | --- |
| **Primary**​​**Actor** | Customer |
| **Goal**​​**in**​​**context** | To​ ​allow​ ​user​ ​to​ ​view,remove,update ​ item​ ​ count​ from​ ​the​ ​selected​ ​items​ ​that​ ​are​ ​in​ ​shopping​ ​cart |
| **Preconditions** | Items​ ​be​ ​present​ ​in​ ​shopping​ ​cart |
| **Trigger** | User​ ​clicks​ ​on​ ​‘​ ​View​ ​Cart’​ ​button |
| **Scenario** | 1. User​ ​views​ ​item​ ​in ​ the​ ​ cart​​ by​ ​ clicking​   ‘View ​ Cart’​ ​ button​   1. User​ ​may​ ​remove​ ​items​ ​in​ ​the​ ​cart 2. User​ may​ ​ change​ ​ item​ ​ count​ ​ in​ ​ cart​ 3. User​ ​save​ ​changes |
| **Exceptions** | **1.** No​ ​items​ ​in​ ​the​ ​cart |
| **Alternate**​​**Options** | User​ ​proceeds​ ​to​ ​checkout |

**Use**​​**Case**​​**3**​​**:**​​**Proceed**​​**to**​​**Checkout**

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| --- | --- |
| **Primary**​​**Actor** | Customer |
| **Goal**​​**in**​​**context** | To​ ​allow​ ​user​ ​to​ ​see​ ​total​ ​details​ ​of​ ​items​ ​to​ ​buy including​ ​total ​ cost​ ​ ,​ ​ item​​ number​ ​ and​ ​ payment​ options |
| **Preconditions** | Items​ ​be​ ​present​ ​in​ ​shopping​ ​cart |
| **Trigger** | User​ ​clicks​ ​on​ ​‘Checkout’​ ​button |
| **Scenario** | 1. User​ ​views​ ​item​ ​in​ ​the​ ​cart​ ​by​ ​clicking   ‘View​ ​Cart’​ ​button   1. User​ ​may​ ​edit(remove)​ ​items​ ​in​ ​the ​​cart 2. User​ ​clicks ​ on​ ​ ‘Checkout’​ ​ Button​ 3. User​ ​login​ ​into​ ​the​ ​system​ ​for​ payment​ details |
| **Exceptions** | 1. No​ ​items​ ​in​ ​the​ ​cart |

Login ​ System​

**Use**​​**Case**​​**1**​​**:**​​**Gain**​​**Access**​​**to**​​**System**

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| --- | --- |
| **Primary**​​**Actor** | User |
| **Goal**​​**in**​​**context** | To​ ​gain​ ​access​ ​to​ ​system |
| **Preconditions** | User​ ​enters​ ​the​ ​system |
| **Trigger** | User​ ​ask​ ​access​ ​to​ ​system |
| **Scenario** | 1. User​ ​starts​ ​the ​ system​ 2. User​ enters​ ​ ​name 3. User​ ​enters​ ​key 4. User​ ​logs​ ​into​ ​system |
| **Exceptions** | 1. Access​ ​try​ ​limit ​ exceeded​ 2. Name​ ​and​ ​key​ ​are ​ not​ ​ registered​ 3. Name​ ​and​ ​key​ ​size​ ​is​ ​less​ ​than​ ​four |