Lab task: UML Activity Modeling

# Lab Part-1

## Online shopping (A)

**Detailed user cases:**

**Actor:** customers

**Goal in context:** Anyone can access website from any corner of the world for shopping purpose.

**Pre-condition:**

* Internet connectivity must be available.
* Website must be accessible by anyone.

**Trigger:** The customer use system to shop online.

**Scenario:**

* The customer logs in to website.
* Customer enters the username
* Customer enters the password
* Website authenticates username and password.
* System leads to main page
* User clicks on the “search box” and types the required item.
* User clicks on the “search” button.
* System displays the list of the available searched item.
* User browsers the list.
* User clicks on “View details” on the required item and system displays the details of the selected item.
* User clicks on the “Add to the Cart” and system adds the item to the cart.
* User clicks on the “Cart” icon to view the shopping cart list.
* User clicks on the items in the “Shopping Cart” to update the cart.
* System displays the final list.
* User clicks on the “Order” to order the items in the “Shopping Cart”.
* System displays the “Order status”.
* User checks out by clicking “Ok” button and system display the main web page.

**Exceptions:** Loss of internet connections or electricity.

**Frequency of Use:** can be used 24/7.

**Channel to the Actors:** Website.

**Secondary Actors:** Web-administrator and Courier service.

**Channel to the secondary actors:** Website.