UML ACTIVITY MODELING

# Online Shopping

Use-case:

Primary user:

Customer

Goal in context:

Customer can access the website from remote location via the internet.

Pre-conditions:-

1. User shall have internet connection to shop online.
2. Website shall be available and programed for online shopping.

Trigger:

The website shall allow customers to shop.

Scenario:

1. The customer log in to the website.
2. The customer search for the desired item.
3. The customer view the selected item.
4. System displays the list of the available searched item.
5. Customer browsers the list.
6. User clicks on “View details” on the required item.
7. The customer select the item and add it to the shopping cart.
8. The customer can update the shopping cart.
9. The customer can view the shopping cart.
10. System displays the “Order status”.
11. Customer checks out by clicking “Ok” button.
12. System display the main web page.

**Exceptions:**

1. Loss of internet connections.

**Frequency of Use:**

Website is available24/7.

**Channel to the Actors:**

Website.

**Secondary Actors:**

Web manager and Courier service.

**Channel to the secondary actors:**

Website.

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