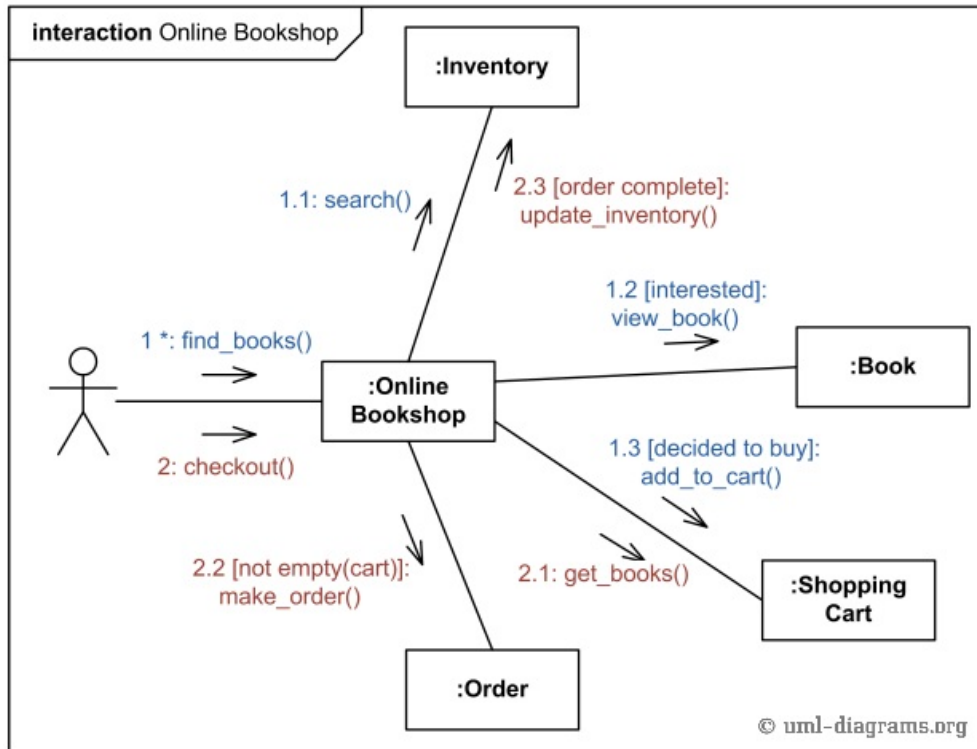# Online Shopping

UML Communication Diagram Example

An example of **communication diagram** for **Online Bookshop**. **Web customer** (depicted as **actor**) can search, view and buy books.


An example of UML communication diagram for online bookshop.

Communication starts with **1 *: find_books()** - iterative message which could be repeated some unspecified number of times. Client searches inventory of books, and if he/she is interested in some book he/she can view description of the book (**1.2 [interested]: view_book()**). If client decides to buy, he/she can add book to the shopping cart - **1.3 [decided to buy]: add_to_cart()**.

Checkout includes getting list of books from shopping cart, creating order, and updating inventory, if order was completed.

Picture below names some elements of the communication diagram.
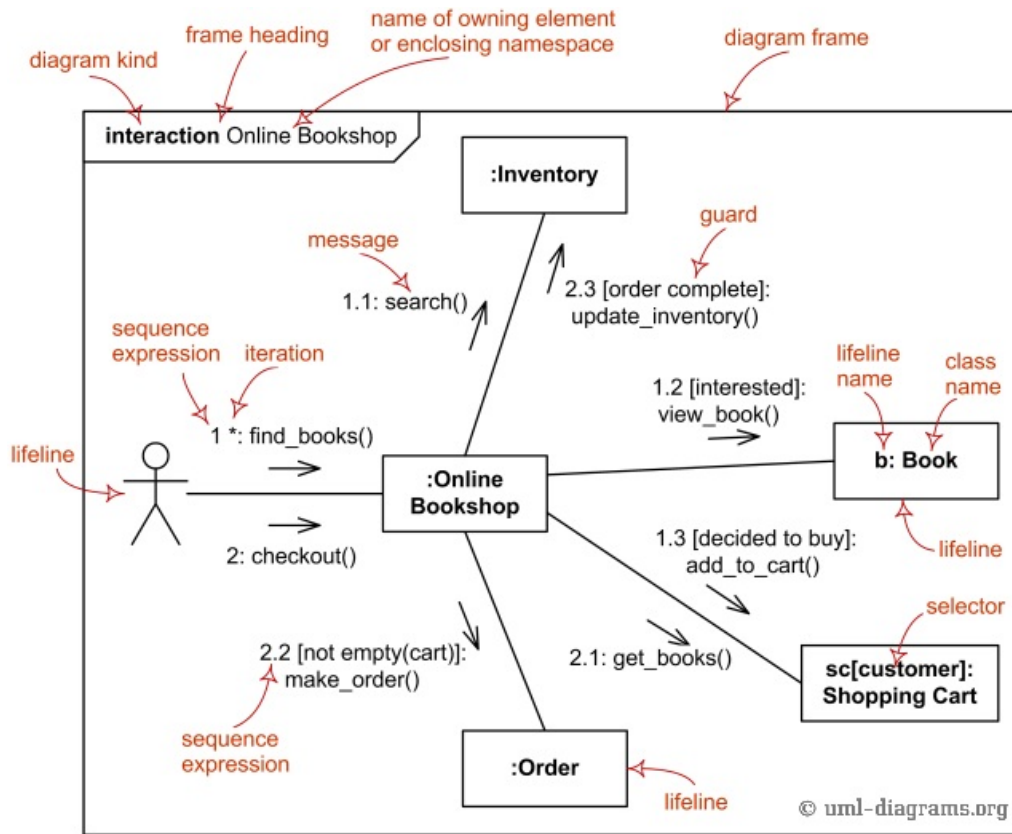
The major elements of UML communication diagram.

Noticed a spelling error? Select the text using the mouse and press Ctrl + Enter.

This document describes **UML 2.5** and is based on **OMG™ Unified Modeling Language™ (OMG UML®) 2.5** specification *[UML 2.5 FTF - Beta 1]*.

All UML diagrams were created in **Microsoft Visio** 2007-2016 using *UML 2.2 stencils*. You can send your comments and suggestions to webmaster at **webmaster@uml-diagrams.org**.