IT-314 Lab: Modelling Class Diagram and Activity Diagram

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Q.1 Develop Use Case Textual Description for "Process Sale" and "Handle Return" use cases.

Use Case Textual Description for 'Process Sale':

- Primary Actor: Cashier
- Secondary Actor: Customer
- Pre-conditions:
 - 1. The cashier has logged in the POS system.
 - 2. The customer has presented the goods to be bought.
- Mainflow:
 - 1. The cashier starts a transaction.
 - 2. The cashier scans the barcode on each of the product.
 - 3. The system software retrieves relevant data about the product.
 - 4. The POS System updates the inventory.
 - 5. The customer chooses an appropriate way to pay the bill. (cash/online)
 - 6. The POS System processes the payment.
 - 7. The POS System generates a receipt.
- Extensions:
- 2.1. If the barcode cannot be scanned for some reason, the cashier manually enters the product detail/name.
- 5.1 For some reason the payment is not approved then the POS system tries again for payment or cancels the purchase.
- 5.2. If the payment is canceled, the system is reset to its initial state.
- Post-conditions:
- 1. The system goes back to its initial state where the cashier can begin a new sales transaction

Use Case Textual Description for 'Process Sale':

- Primary Actor: Cashier
- Secondary Actor: Customer
- Pre-conditions:
 - 1. The cashier has logged in the POS system.
- 2. The customer has presented the receipt of the purchased goods and the goods

in a returnable state.

Mainflow:

- 1. The cashier starts a return process.
- 2. The cashier scans the barcode on each of the product.
- 3. The system software retrieves relevant data about the product.
- 4. The POS System updates the inventory.
- 5. The customer chooses how he wants to be refunded. (cash/online)
- 6. The POS System processes the refund.
- 7. The POS System generates a return receipt.

Extensions:

- 2.1. If the barcode cannot be scanned for some reason, the cashier manually enters the product detail/name.
- 5.1 For some reason the payment is not approved then the POS system tries again for payment or the customer is refunded through cash.

Post-conditions:

1. The system goes back to its initial state where the cashier can begin a new sales

transaction or a return process.

Q.2. Identify Entity/Boundary Control Objects

• Entities:

1. Product: Represents goods being sold/returned (with attributes such as product

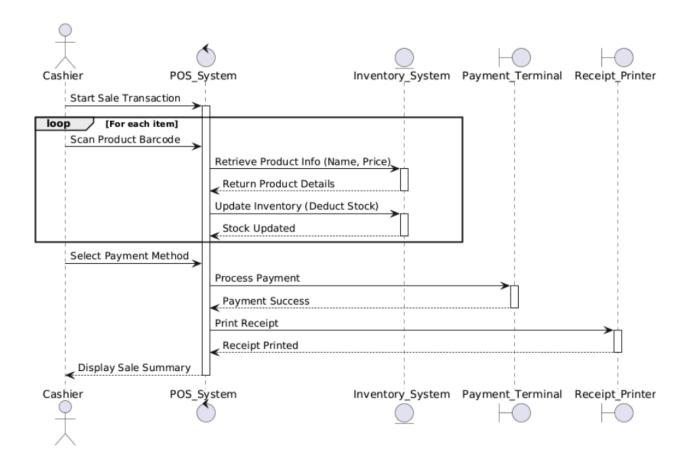
name, price, and stock).

- 2. Transaction: Represents the sale or return event (with details on items, date, payment).
 - 3. Inventory System: Represents the goods/items available

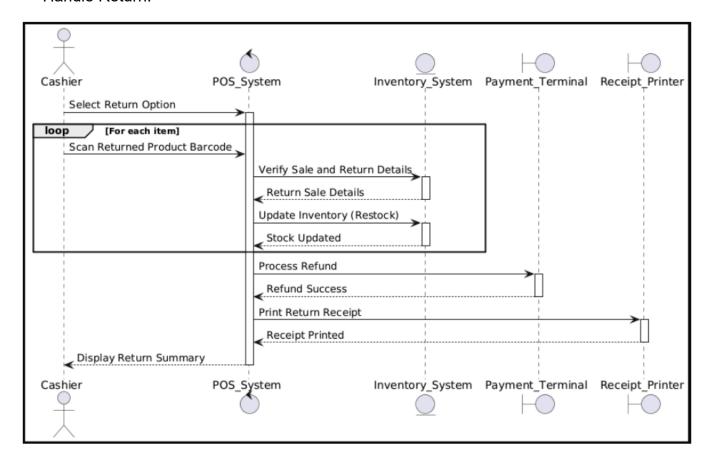
- Boundary Objects:
 - 1. Payment Terminal: Handles cash/credit card processing.
 - 2. Receipt Printer: Prints receipts after the transaction.
- Control Objects:
- 1. POS System: Manages the overall sale, product scanning, inventory updates, payment handling.
- 2. Return Controller: Coordinates the return flow (verifying sale, updating inventory, refund).
 - 3. Payment Processor: Manages payment authorizations and transactions.

Q.3. Develop Sequence Diagrams

Process Sale



Handle Return:



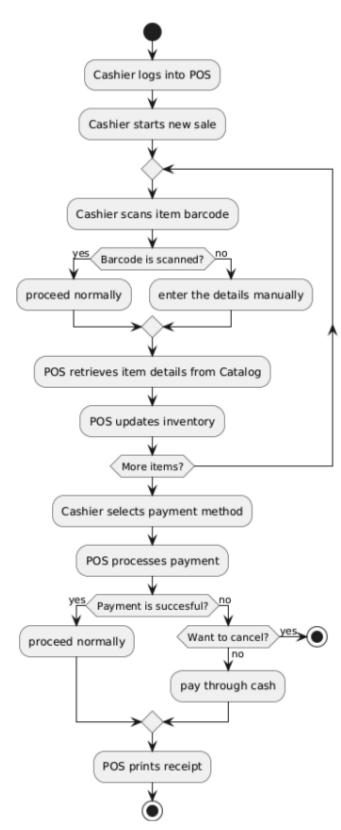
Q.4. Develop Analysis Domain Models

• Classes:

- o Product: Attributes include productID, name, price, stockQuantity.
- o Transaction: Attributes include transactionID, date, totalAmount.
- o Customer: Attributes include customerID, name.
- CatalogSystem: Methods include retrieveProductInfo().
- o InventorySystem: Methods include updateStock().
- PaymentTerminal: Methods include processPayment() and processRefund().
 - o Receipt: Attributes include receiptID, transactionID, date

Q.5. Develop activity diagram for "Process Sale" and "Handle Return" use cases.

For 'Process Sale':



For 'Handle Return':

