

Software Modeling Dev with UML
CSP- 586
Assignment #1

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1. List of actors

1. Store manager
2. Customer
3. Salesman

2. List of use cases

1. The store manager can Add products
2. The store manager can Delete products
3. The store manager can Update products
4. The store manager can purchase the new and pre-owned different game consoles and accessories
5. The store manager can purchase the new and pre-owned games
6. The store manager can purchase the new and pre-owned tablets
7. Store manager can offer special deals:
 1. store special-discounts

2. manufacturer rebates

8. The customer can pre-order products

9. The customer can trade-in products

10. The customer can place order online

11. The customer can check online order status

12. The customer can cancel Online order

13. The customer can pay in cash, check, or credit card

14. The customer can enroll (or cancel) Power Member:

In order to receive 5% discount for every item purchased
for an annual fee of \$100

15. The customer can rent console with following lease
plans:

1. Daily rental (for example renting the console for 2
days)

2. Monthly rental (for example rent the XBOX ONE
console for 2 months with rental \$20/month)

3. Yearly rental (for example rent the XBOX ONE console for \$100/year)

16. The customer can choose one of the following options when buying a new console:

1. Buy the new console with no replacement
2. Buy the new console with 1-year replacement for 50% fee of the console retail price
3. Buy the new console with lifetime replacement for 65% fee of the console retail price

17. Customer can order Console models:

1. Microsoft
 - a. XBOX One
 - b. XBOX 360
2. Sony
 - a. PS3
 - b. PS4

3. Nintendo

a. Wii

b. WiiU

18. Customer can order console accessories

19. Customer can order games:

1. Electronic Arts

2. Activision

3. Take-Two Interactive

20. Salesman can create Customer accounts

21. Salesman can Create customers order

22. Salesman can Cancel customers order

23. Salesman can Update customers order

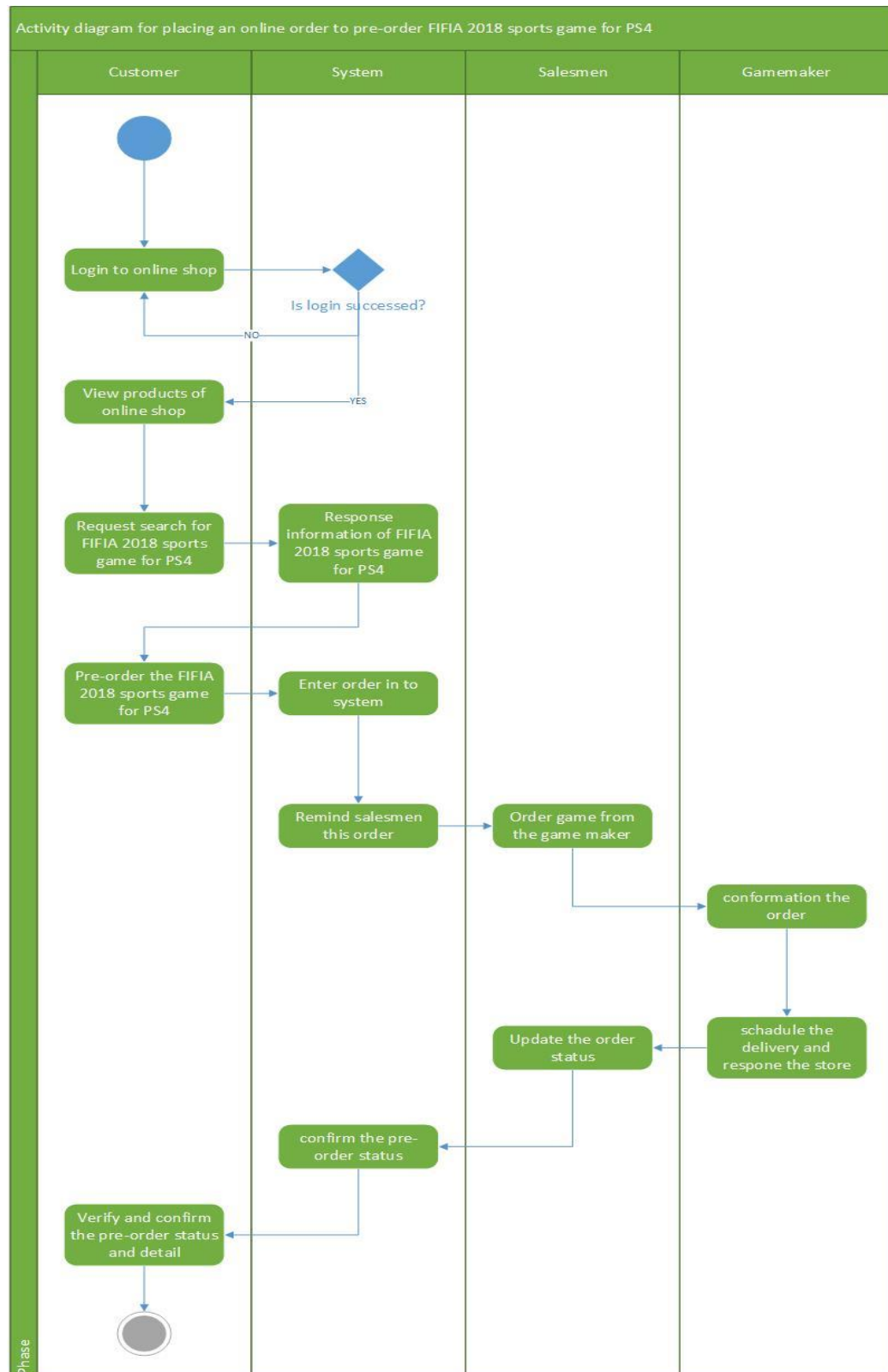
24. Salesman can Create customers transaction

25. Salesman can Cancel customers transaction

26. Salesman can Update customers transaction

3. UML Use-Case Diagram

4. Activity diagram



5. Fully dressed format Use-case

Use case: Place an online order

Use case name	Place an online order	
Scenario	Customer place an order online	
Triggering Event	Customer want to purchase product online	
Brief Description	Customer view the products online and choose products to order. Customer send a request to order products. Then verify and confirm the online order.	
Actors	Customer	
Stakeholders	Salesmen, Store manager	
Preconditions	<ol style="list-style-type: none"> 1. Customer must exist 2. Customer profile must be valid 	
Postconditions	<ol style="list-style-type: none"> 1. The product must exist 2. The order must be associated with customer 	
Flow of Events	Actor	System
	<ol style="list-style-type: none"> 1. Customer login 2. Customer view products 3. Customer request to order 	<ol style="list-style-type: none"> 1.1 System confirm the login 2.1 System response the information of products 3.1 System confirms the order
Exception Conditions	<ol style="list-style-type: none"> 1. Customer unable to login 2. Product not found 3. Website not found 	