EXPERIMENT 7

AIM:

To design a **Use Case Diagram** for an **Online Purchasing System** that models the interactions between a **Web Customer** and the system for viewing items, making purchases, and registering as a client.

PROCEDURE:

1. Identify the Main Actor

• **Web Customer**: The person using the website to browse and purchase products.

2. Define Top-Level Use Cases

- **View Items**: The customer can browse available products on the website.
- **Make Purchase**: The customer selects an item, adds it to the cart, and completes the purchase process.
- Client Register: A new customer can register on the website to create an account.

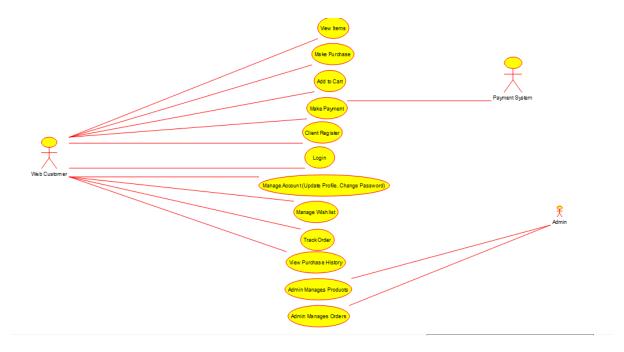
3. Define System Actions

- View Items:
 - o Displays available products.
 - o Filters and sorts products.
- Make Purchase:
 - o Adds items to the shopping cart.
 - o Proceeds to checkout.
 - o Completes the payment process.
- Client Register:
 - o Creates a new user account.
 - o Stores customer details in the system.

4. Draw the Use Case Diagram

- Actors: Represent Web Customer as a stick figure.
- Use Cases: Represent the functionalities (View Items, Make Purchase, Client Register) as ovals.
- Associations: Draw lines connecting the Web Customer to each use case.

OUTPUT:



RESULT:

The Use Case Diagram for the Online Purchasing System is successfully designed. It shows the interactions between the Web Customer and the system, covering essential functionalities such as viewing items, making purchases, and client registration.

This diagram effectively represents the online purchasing workflow and ensures clarity in system operations.