

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:**
 - Displays available products.
 - Filters and sorts products.
- **Make Purchase:**
 - Adds items to the shopping cart.
 - Proceeds to checkout.
 - Completes the payment process.
- **Client Register:**
 - Creates a new user account.
 - 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.