UML Diagrams of Project

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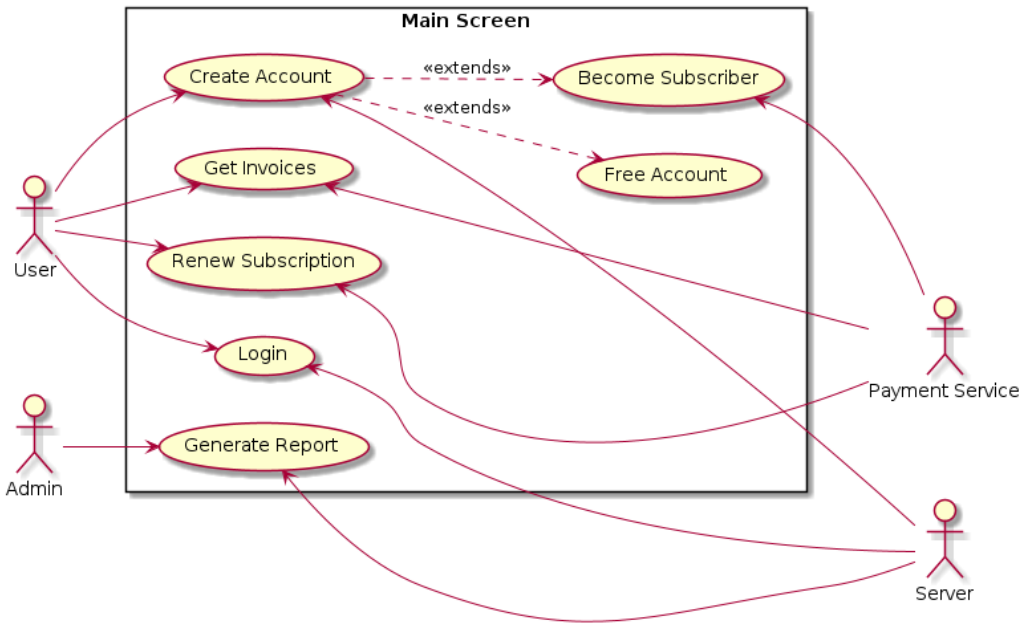
Contents

1 Use Case Diagrams

Syntax used in *Description* is Martin Fowler's style (Fowler, Martin, 2003 Figure: 9.1)



1.1 Create Account

Goal Level: Sea Level
Main Success Scenario:

1. User interacts with `Create Account` component (button etc..)
2. User fills form
3. Relevant checks are done
4. Account has created, user has notified
5. Popup/Window will closed/hidden

Extensions:

- 3a: Free account request
  - Server checks account subscription request

- 3b: Subscription request
  - Both server and 3rd party payment service checks request
- 4a: Error in creation

1.2 Login

Goal Level: Sea Level
Main Success Scenario:

1. User interacts with `Login` component (button etc..)
2. User fills form
3. User logs in
4. Popup/Window will closed/hidden

Extensions:

- 3a: There is no account

1.3 Renew Subscription

Goal Level: Sea Level
Main Success Scenario:

1. User interacts with `Renew Subscriber` component (button etc..)
2. 3rd party payment handles payment
3. Give feedback about status of payment
4. Popup/Window will closed/hidden

Extensions:

- 2a: Error in payment
  - Not enough money
  - Authentication problems
  - ...

1.4 Payment Invoice

Goal Level: Sea Level
Main Success Scenario:

1. User interacts with =Get = component (button etc..)
2. User selects time interval of invoice
3. Get data from 3rd party payment handles payment
4. Give invoice report
5. Popup/Window will closed/hidden

Extensions:

- 3a: Error in fetch
  - Authentication problems
  - ...

1.5 Generate Reports

Goal Level: Sea Level
Main Success Scenario:

1. Admin interacts with =Get = component (button etc..)
2. Admin selects time interval of invoice
3. Get data from server
4. Present report
5. Popup/Window will closed/hidden

Extensions:

- 4a: Error in fetch
  - Server is down
  - ...

2 Sequence Diagrams