

# UML Diagrams of Project

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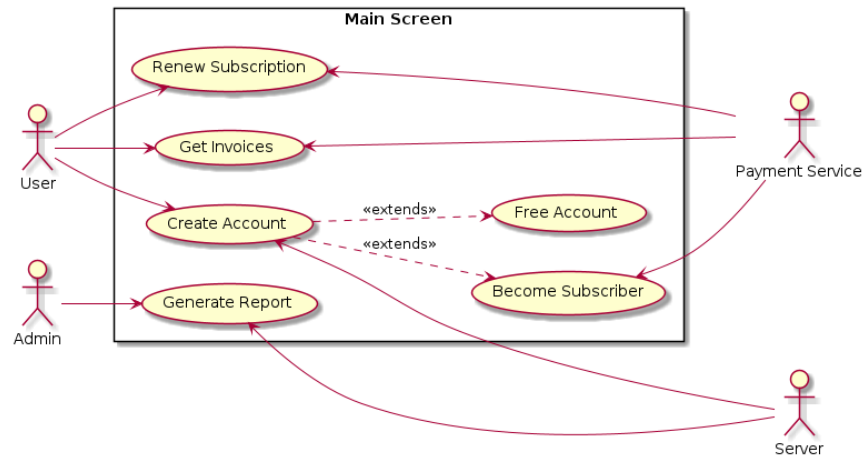
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# 1 Use Case Diagrams

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 **Become Subscriber** 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 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
- ...

## 1.3 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
- ...

## 1.4 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
- ...