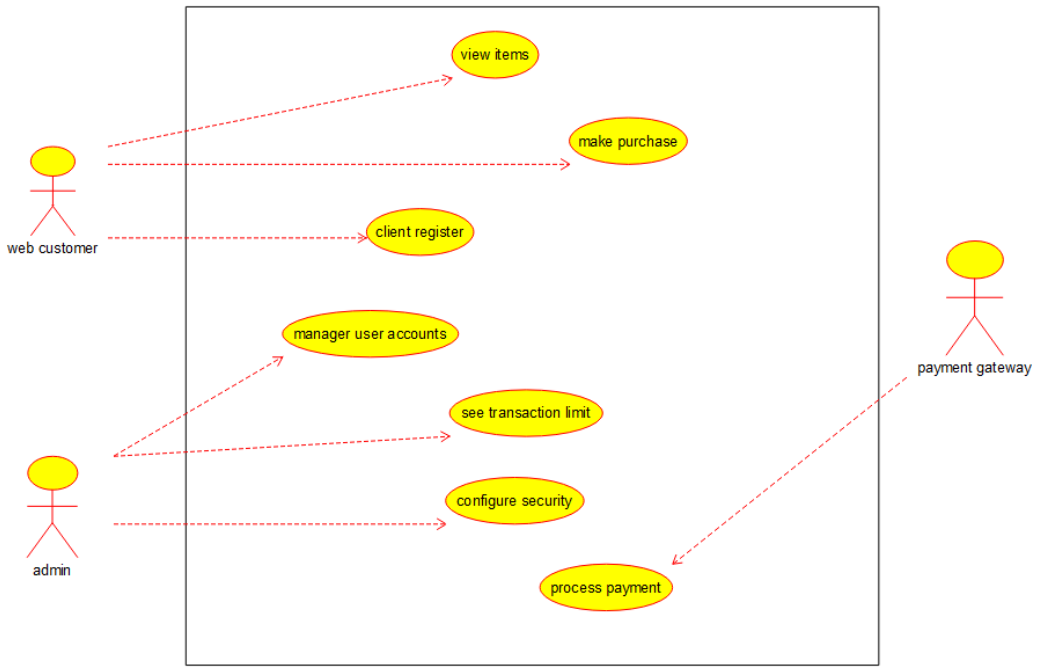
Aim:

Design a UML Use Case Diagram for an Online Purchasing System, outlining the interactions between the Web Customer and the system for purchasing items.

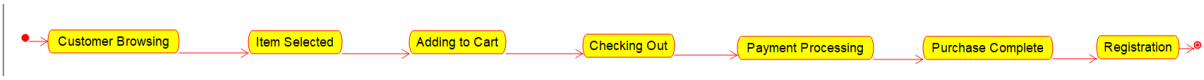
Procedure:

1. Identify the actor: Web Customer.
2. Define the top-level use cases:
    - Web Customer: View Items, Make Purchase, Client Register
3. Draw the Use Case Diagram, showing the relationship between the actor (Web Customer) and the use cases.

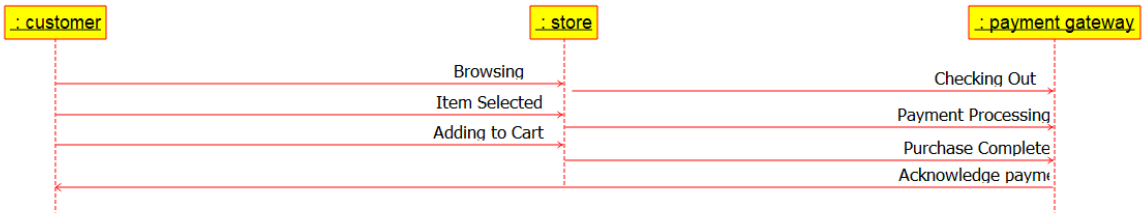
Output:



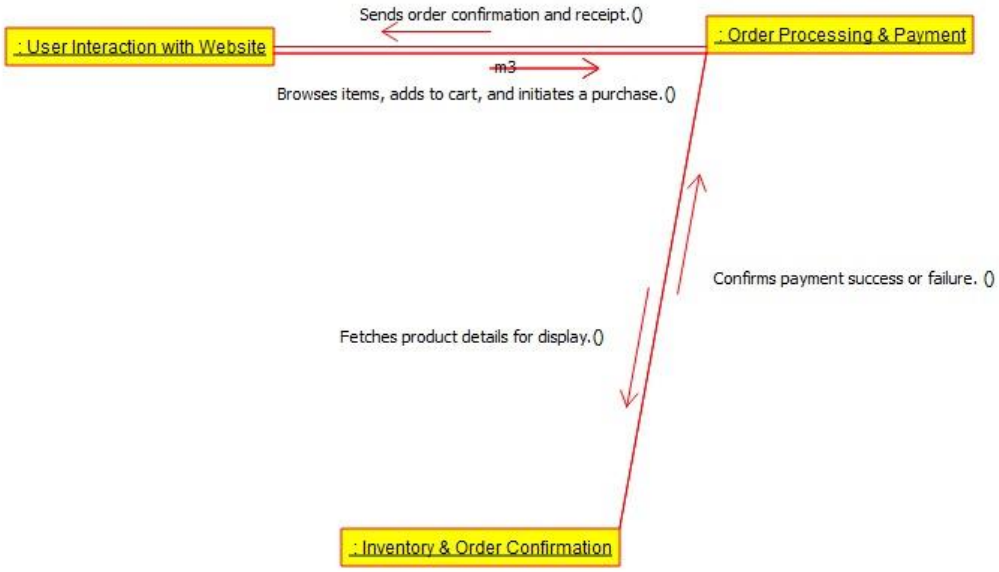
State Diagram:



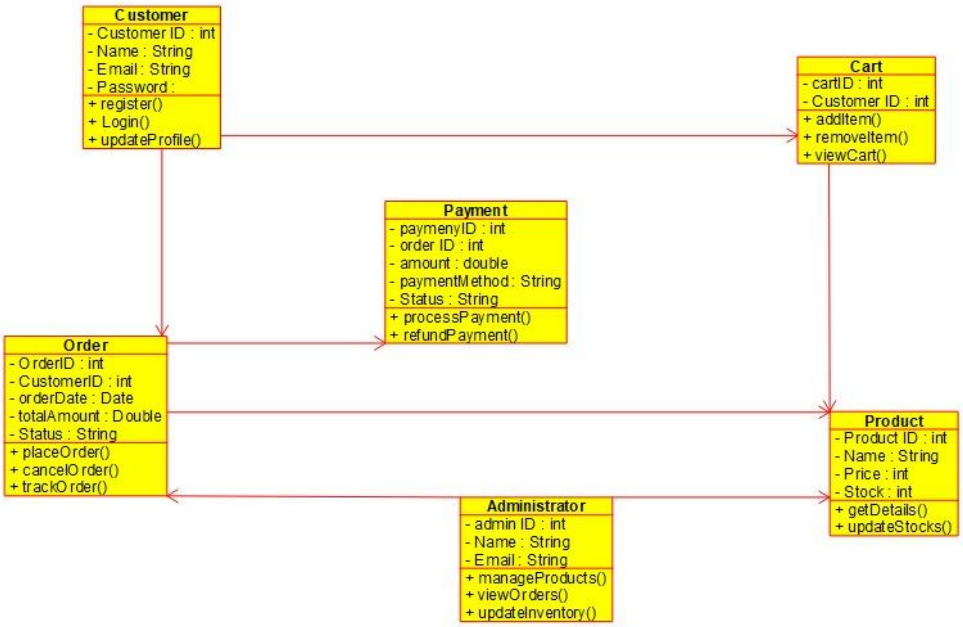
Sequence diagram:



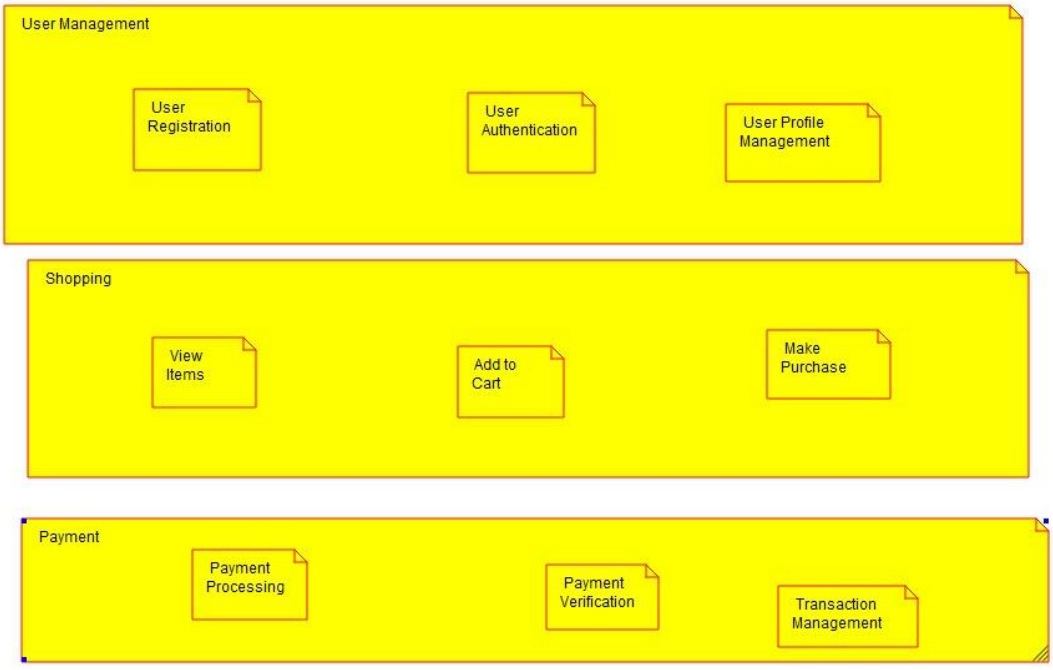
Collaboration Diagram:



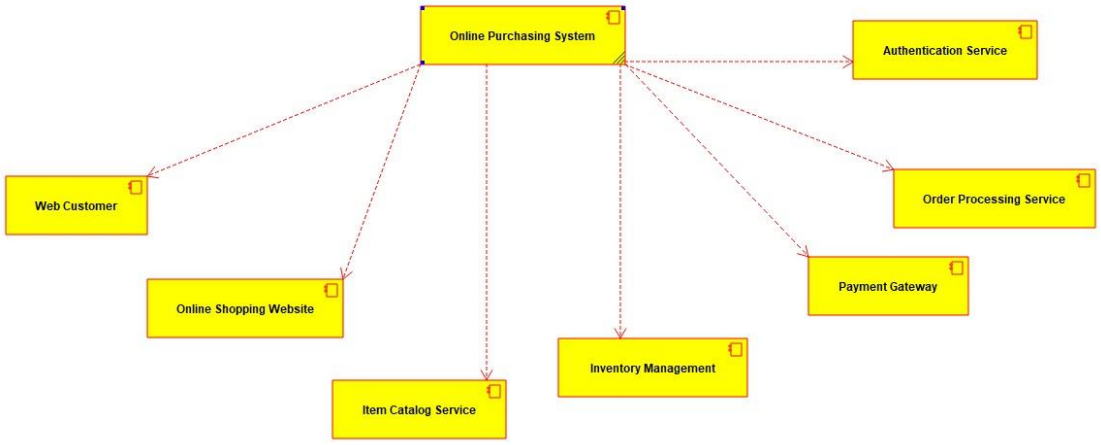
Class Diagram:



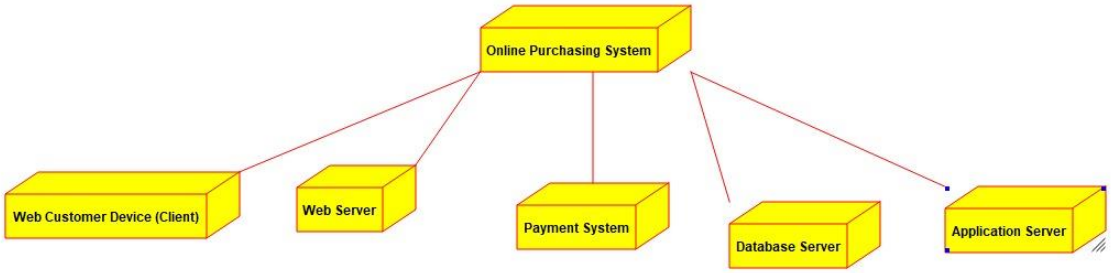
Package diagram:



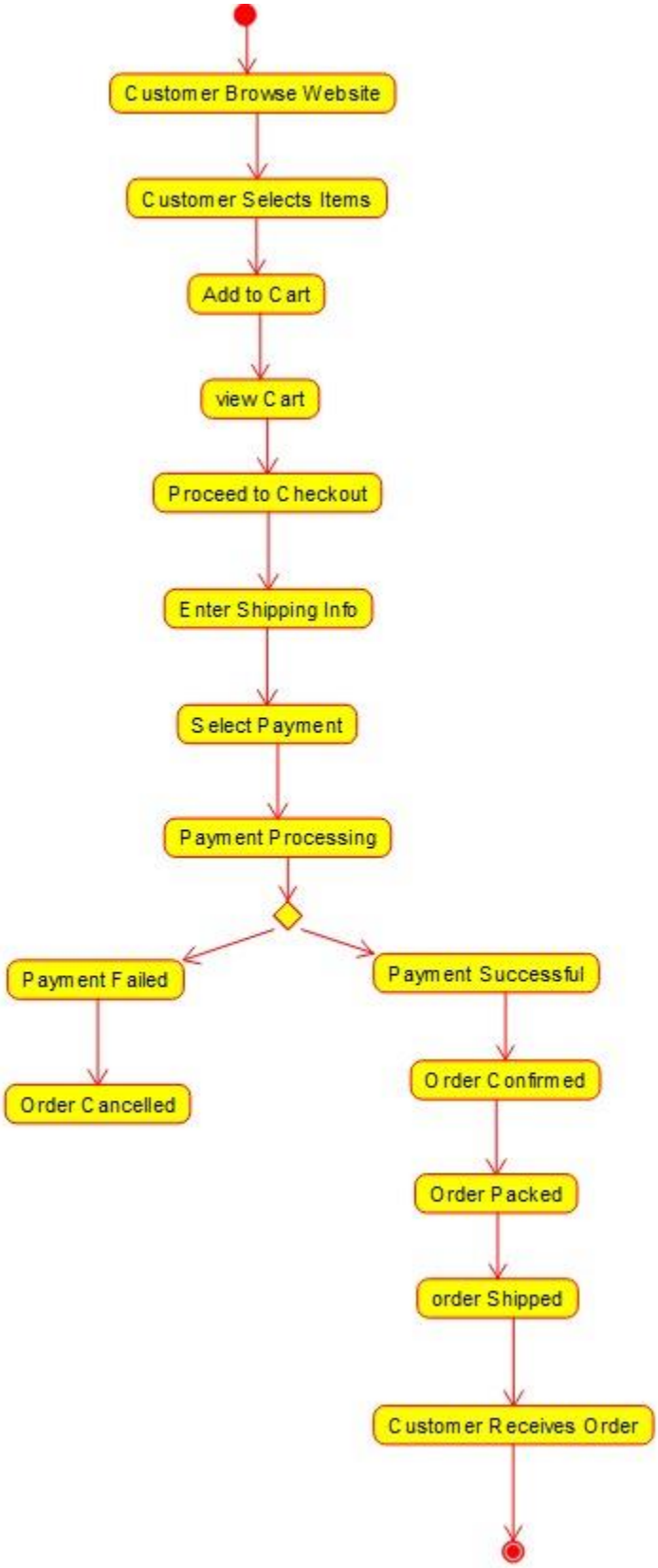
Component Diagram:



Deployment Diagram:



Activity Diagram:



Result:

The Use Case Diagram illustrates how a Web Customer interacts with the Online Purchasing System. The customer can view items, make purchases, and register as a client on the website. This model helps visualize the primary actions available to the customer within the system.