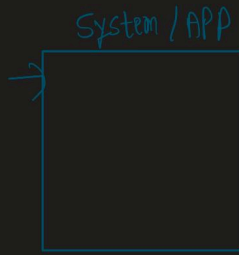


# ① flow

User Comes to the System



Minimum

- ① View Product / category
- ② add Product to Cart
- ③ Place order → invoice
- ④ Payment / checkout

(Happy flow)

## Objects identification

- User
- Product
- Cart
- order
- Invoice
- Payment
- Inventory (Group of products)
- Warehouse

## UML Diagram

