Online Supermarket simulation:

Use Case #1: User makes a purchase

1. The user logs into the online supermarket system.
2. The user searches for and finds whatever he wants to buy.
3. The user selects the item
4. The system adds the price to the customer’s bill.
5. The user checks out.
6. The system provides the billing information(address).
7. The user pays for the product via debit or credit card.
8. The system sends a confirmation email to the customer.

Variation #1:

* 1. In step 2, user does not find what they need.
  2. User exits the website.

Variation #2:

2.1 In step 5, debit card is declined.

2.2 The purchase is declined.

2.3 System tells user that the card is declined.

2.4 User exits the website.

Use Case #2: User creates an account

1. User signs up.
2. User enter user’s E-mail.
3. User enter the user name.
4. User enter the password.
5. The users sign in with their user name and password

Variation #1:

* 1. In Step 1, User already has an account
  2. Continue with Step 5

Use Case #3: User Comments on the product

1. User selects the product that he wants to comment about.
2. User enters the comments.
3. User submits the comments.

Variation#1:

* 1. In Step 1, user does not log in.
  2. System tells the user to log in before writing comment.

Use Case #4: User views transaction history and details

1. User opens transaction history through their account
2. User chooses to view all transactions or transactions that have occurred during a particular time frame.
3. User deletes/gets rid of old transactions, if they are no longer needed

Variation#1:

1.1 If the user has just made a new account, then the transaction history will be empty.