ONLINE PURCHASING SYSTEM

QUESTION:

Draw a UML diagram for online purchasing system. Provide top level use cases for a web customer making purchases online. Web customer actor uses some web site to make purchases online. Top level use cases are View Items, Make Purchase and Client Register.
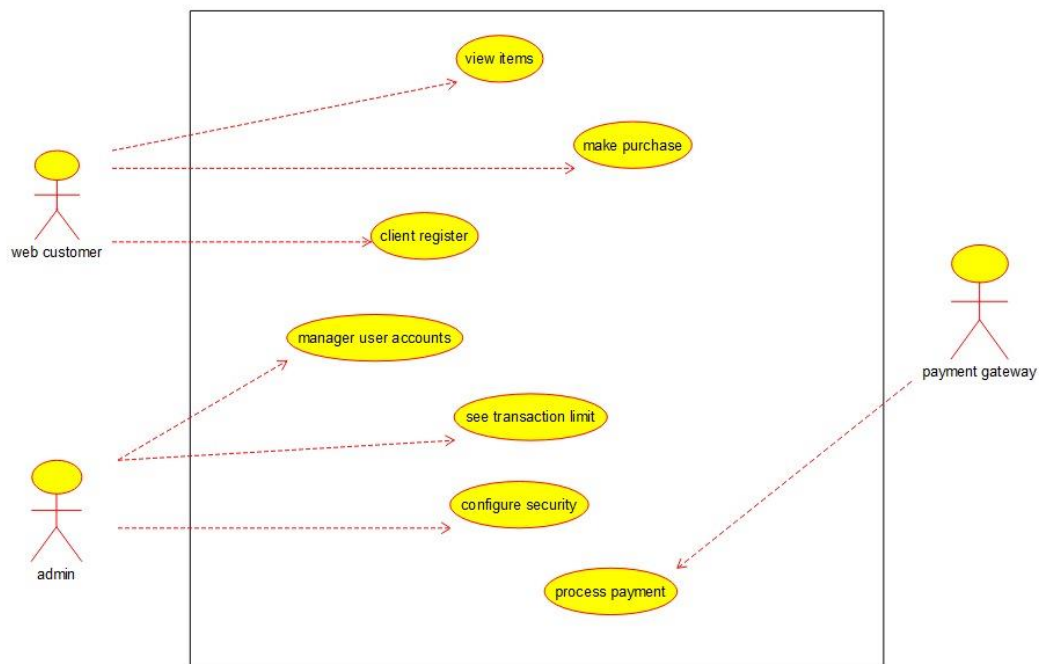
AIM:

To design a UML Use Case Diagram for an Online Purchasing System, identifying key interactions between the **Web Customer** and the system.

PROCEDURE:

1. Identify actors: Web Customer, Payment Gateway, Admin

2. Define use cases: View Items, Make Purchase, Client Register, manage user account , see transaction limit, configure security, process payment.

3. Draw a UML diagram: Use ovals for use cases, stick figures for actors, and connect them with arrows.

DIAGRAM:

RESULT:

A **Use Case Diagram** for the **WEB CUSTOMER'S** interaction with the online purchasing system was successfully created.