Experiment:7

Draw a UML diagram for an online purchasing system. Provide top level use cases for a web customer making purchases online. Web customer actors use some websites 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, modeling interactions between a web customer and the system functionalities.

Procedures:

1. Identify the web customer as the main actor interacting with the system.
2. Define the top-level use cases: View Items, Make Purchase, and Client Register.
3. Establish relationships between the web customer and each use case with associations.
4. Use "include" or "extend" relationships where necessary to show optional or extended actions.
5. Draw the Use Case Diagram, representing all actors, use cases, and their interactions.

Use Case Diagram:
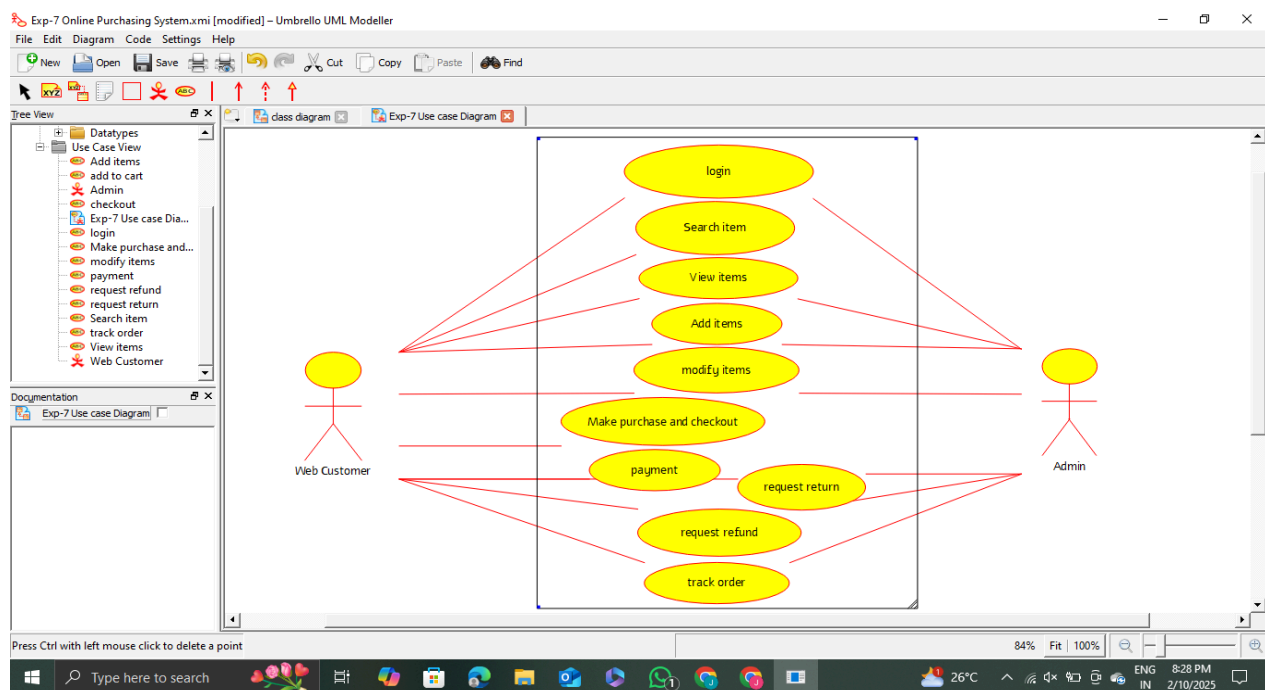
Result:

The UML Use Case Diagram for the Online Purchasing System was successfully developed, modeling the interactions of a web customer with the system's top-level functions.