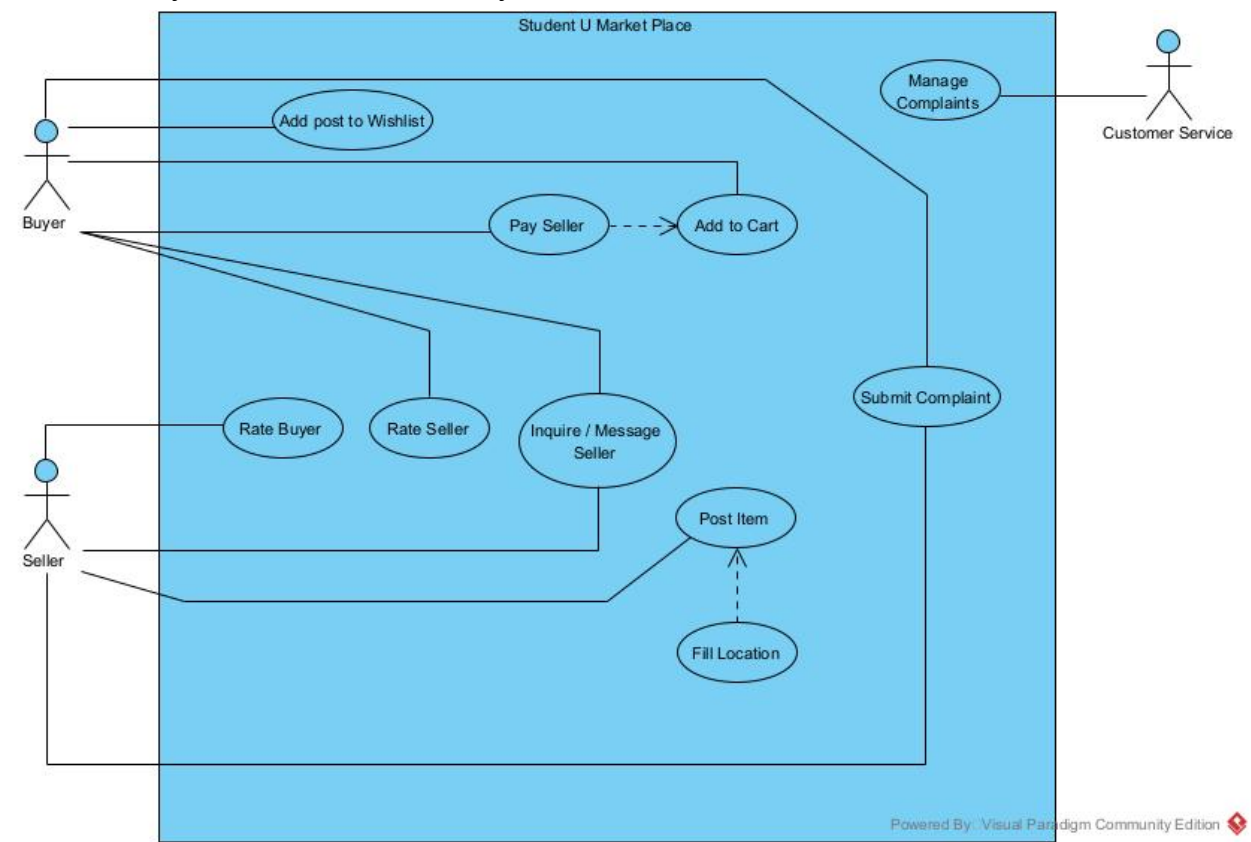


Figure 1 Student U Marketplace Block Definition Diagram

2.2 Product Functions

The following use case diagram depicts the users of the system, and the intended way in which they will interact with the system.



2.3 Use Cases

2.3.1 Add to Wishlist

Intent	This use case allows college students to add items they are interested in to their wishlist, making it easier for them to keep track of items they may want to purchase or trade in the future..
Scope	College Student Marketplace

Primary Actor	College Student
Secondary Actors	None
Preconditions	<ul style="list-style-type: none"> <li>• The user is logged into their college student marketplace account.</li> <li>• The user is browsing or viewing an item in the marketplace that they wish to add to their wishlist.</li> </ul>
Trigger	The user selects the "Add to Wishlist" button or option while viewing an item.
Success Post Condition	<ul style="list-style-type: none"> <li>• The selected item is successfully added to the user's wishlist.</li> <li>• The user can view and manage their wishlist items.</li> </ul>
Failed Post Condition	The item cannot be added to the user's wishlist due to technical issues or if the item is no longer available in the marketplace

### Sunny Day Scenario

Step	Action
Start	This scenario begins when the user is logged into their college student marketplace account and is browsing or viewing an item they wish to add to their wishlist.