SOHAIL GRAN

SP23-BSE-039

MID-LAB

SUBMITTED TO: MUKHTIAR ZAMIN

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USE CASE DIAGRAM:

Sohail Gran   SP23-BSE-039.

Auction   management   System.

Buyer   Seller

login

Sign up

Sale auction item

Buy item auction

Place bid   admin

Place order

Spectator
Naive user

Payment

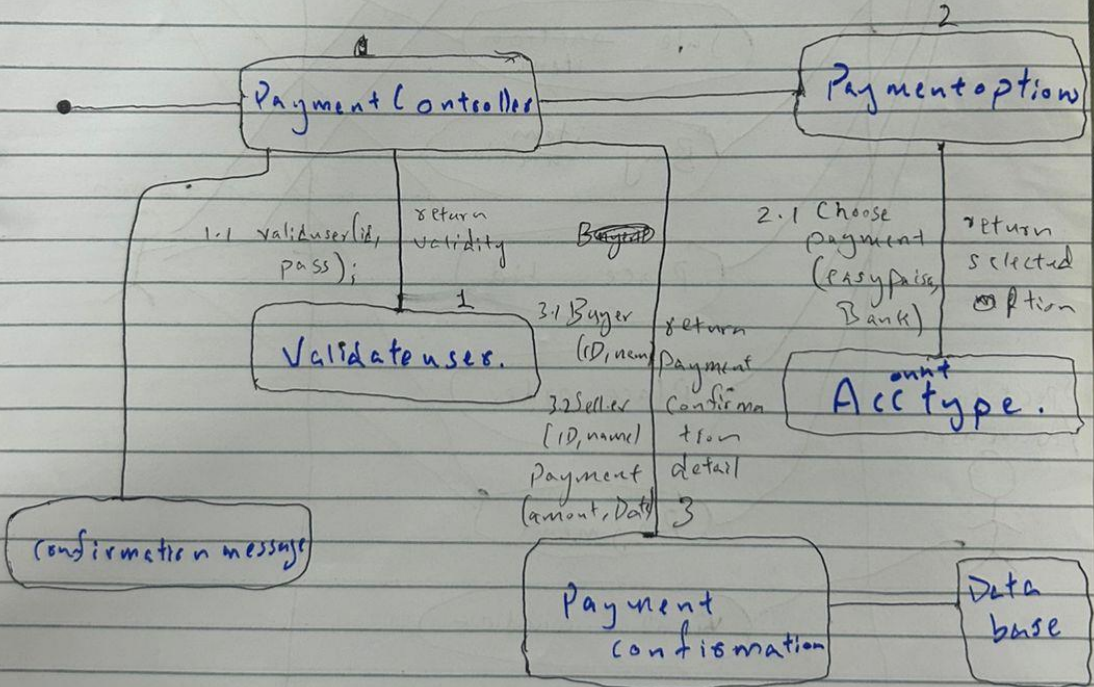View auction
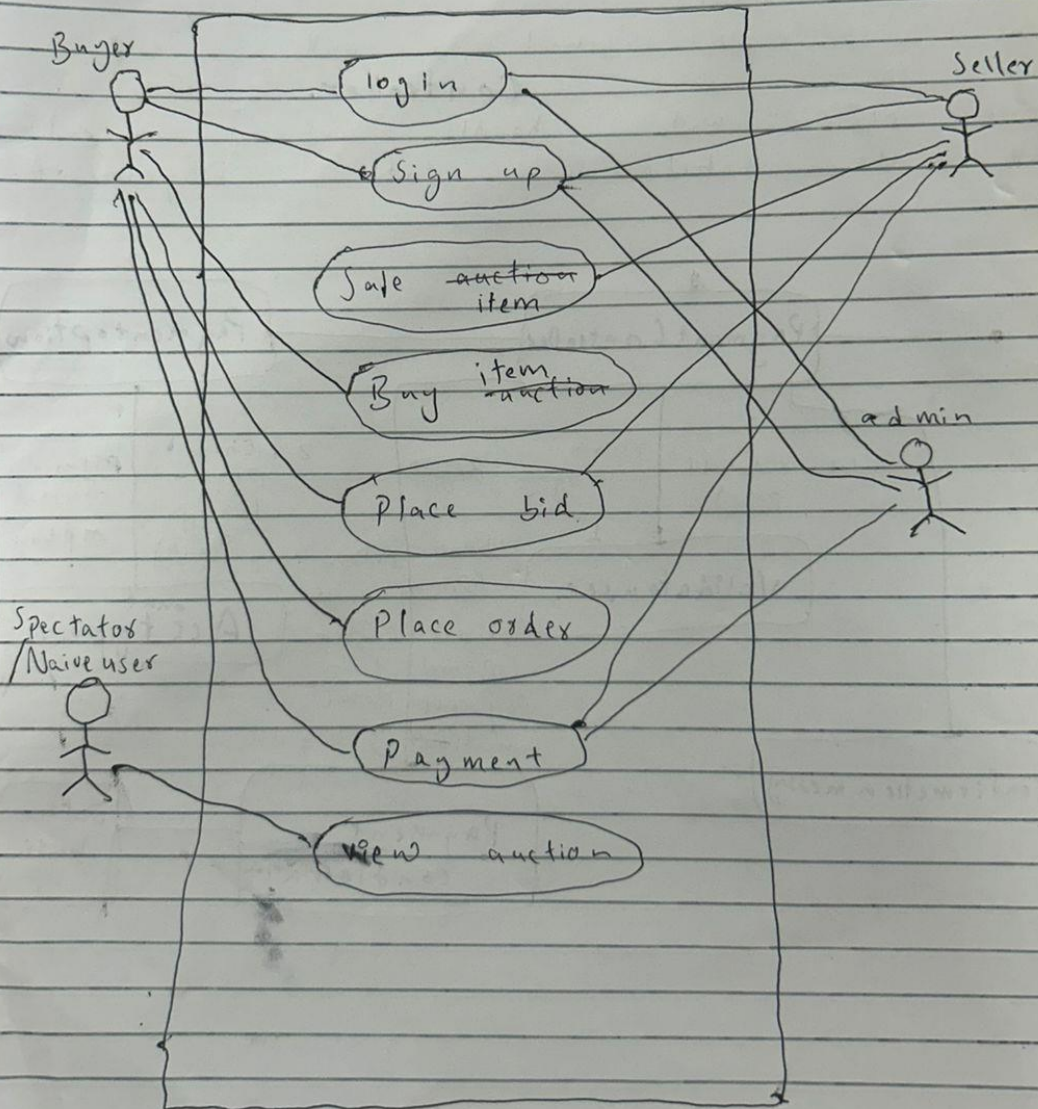
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✳ Communication diagram of <u>Payment.</u> Use case

The principle which i will used in this is **Controller.** This one class will handle and control all the subclass of Payement.

Payment Controller

2 Paymentoption

1.1 Validuser(id, pass);
return validity

Buyer

Validate user.

1

3.1 Buyer (ID, name)
3.2 Seller [ID, name]
Payment (amout, Date)

2.1 Choose payment (Easypaisa, Bank)   return selected option

return Payment Confirma tion detail

3

Acc type.

Confirmation message

Payment confismation

Data base

Principle / Pattern	Explanation	Justification
Controller (GRASP)	Assign responsibility of handling the payment request to a controller class (e.g., `PaymentManager`).	Centralizes payment processing logic, separating UI and domain logic, improving maintainability.