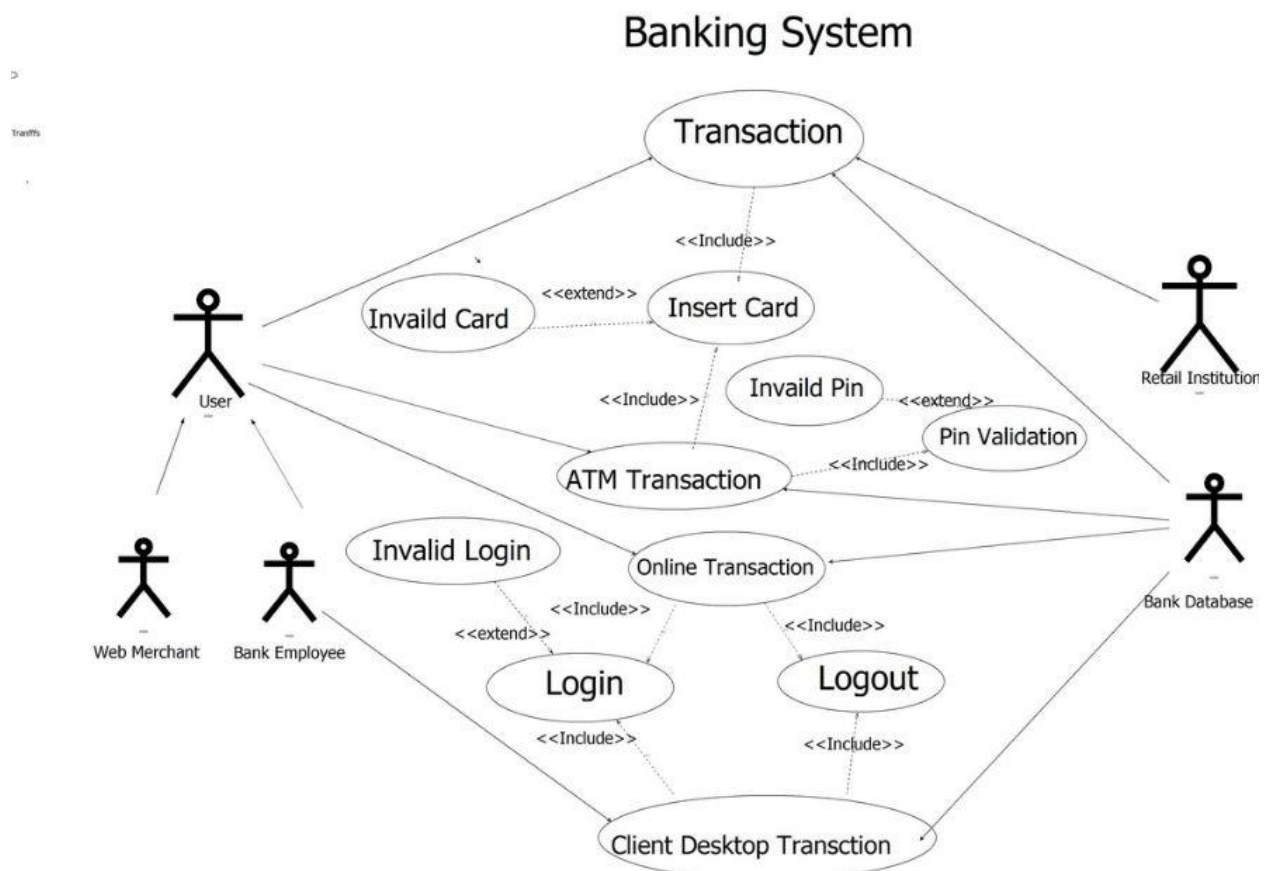


Banking Management System

Account transaction begins when customer is successfully logged in to the site. Several menus are displayed related to profile of customer and their recent transactions and the current account balance. The main purpose of using online account transactions is to transfer cash from one account to another for this purpose the customer is provided fields to specify the accounts to which he is transferring amount. After every transaction a confirmation is displayed to customer. The customer is also provided the possibility to change the account login password, but not the user id, every transaction is added to the bank database.



Online Shopping Management System (Class Diagram)

Here we provide an example of UML [class diagram](#) which shows a domain model for online shopping. The purpose of the diagram is to introduce some common terms, "dictionary" for online shopping - Customer, Web User, Account, Shopping Cart, Product, Order, Payment, etc. and relationships between. It could be used as a common ground between business analysts and software developers.

Each customer has unique id and is linked to exactly one **account**. Account owns shopping cart and orders. Customer could register as a web user to be able to buy items online. Customer is not required to be a web user because purchases could also be made by phone or by ordering from catalogues. Web user has login name which also serves as unique id. Web user could be in several states - new, active, temporary blocked, or banned, and be linked to a **shopping cart**. Shopping cart belongs to account.

