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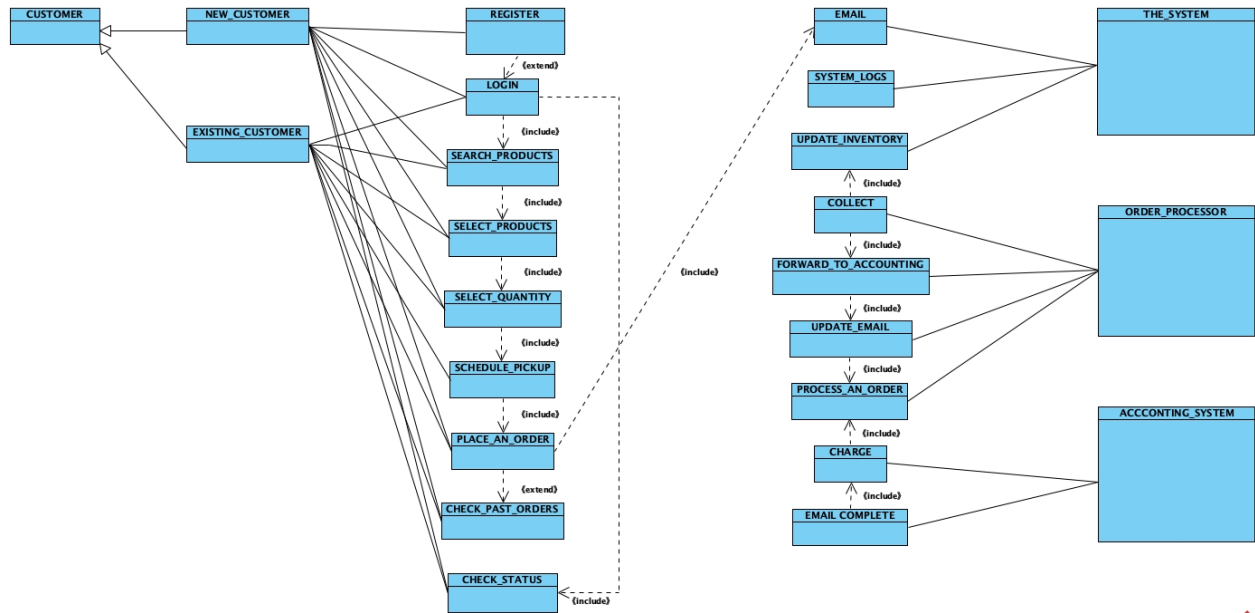
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COMP-3220-1

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## Object-Oriented Software Analysis and Design Assignment-2

### Task 1:



## Task 2 :

### Use Case 1: Process an Order

**Scope:** In-Store Pickup System

**Level:** User-goal

**Primary Actor:** Customer

**Stakeholders and Interests:**

- Customer: A faster, more efficient and convenient way to shop
- Business Owners: Make sure that order is processed completely with customer satisfaction
- Accounting Team: Wants to correctly process payment information and send email
- Processing Team: Looking to receive the order, process the order and forward information to the accounting team.

**Preconditions:** Customer is registered within the system and the store has available inventory

**Success Guarantees:** The order is saved to the order log, the order is compiled, the inventory is updated, the information is sent to the accounting system, the accounting system receives payment and emails confirmation.

**Main Success Scenario:**

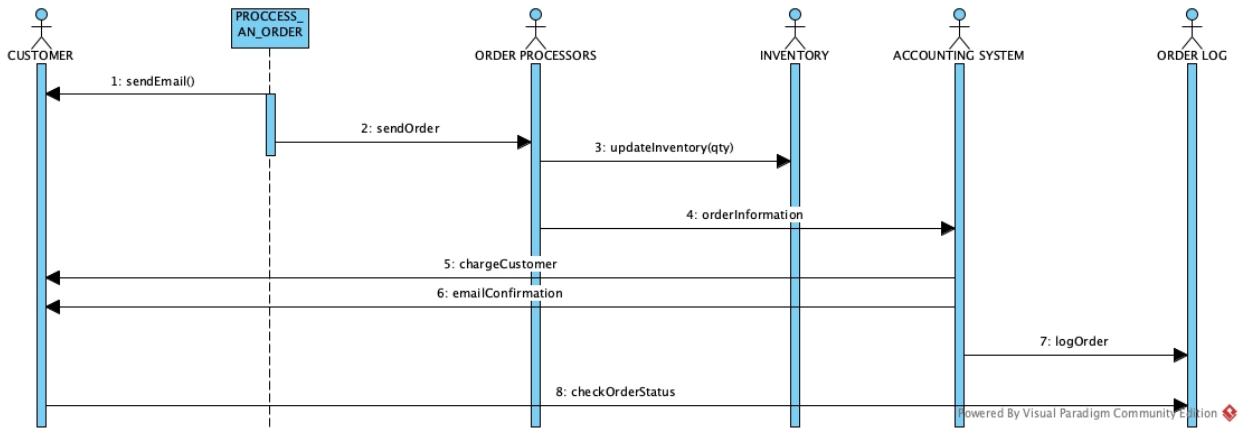
- a) Customer revives email confirming order details
- b) The order is then sent to the order processors
- c) The order is compiled and processed
- d) The inventory is then updated
- e) Information is sent to the accounting system
- f) Accounting system charges the customer
- g) Completion confirmation email is sent to customer
- h) The order is logged

**Extensions:**

1. The remaining quantity in inventory is collected and sent to the next system
2. The product is completely removed from the inventory

**Special Requirements:** None

### Task 3:



### Task 4:

