KTPM1 – Group 06

E-commerce Web Application
Use-Case Specification

Version <1.0>

Revision History

Date	Version	Description	Author
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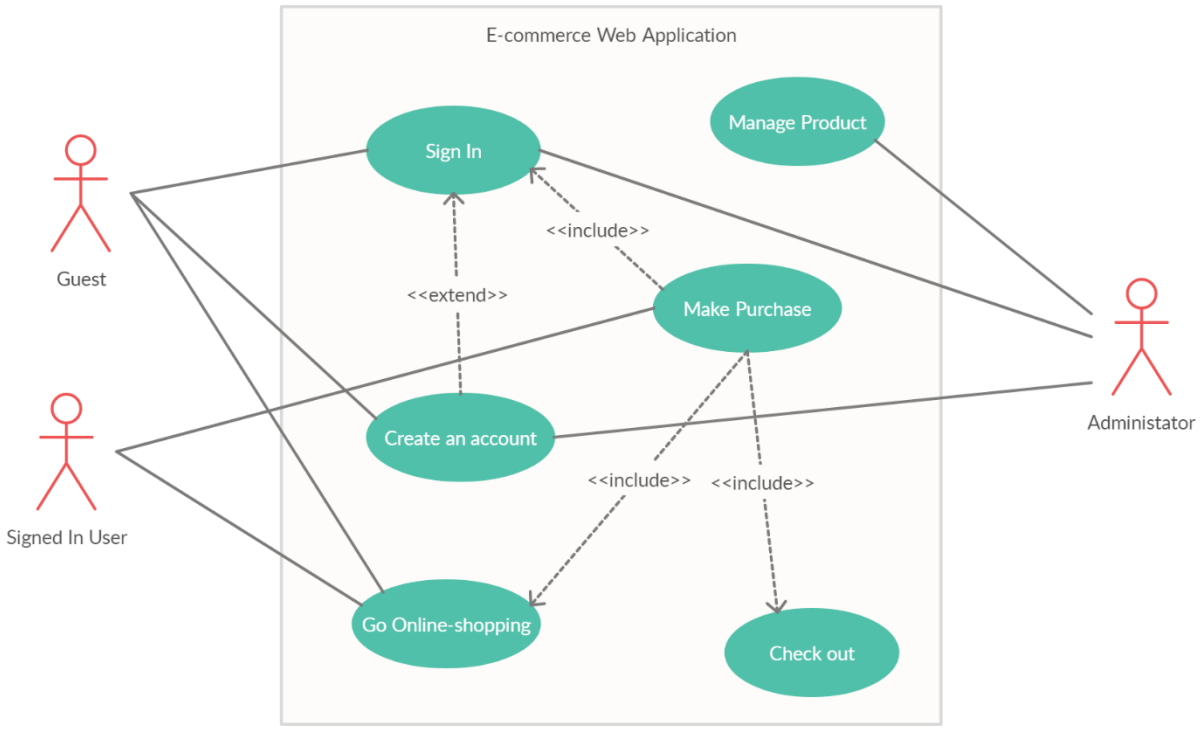
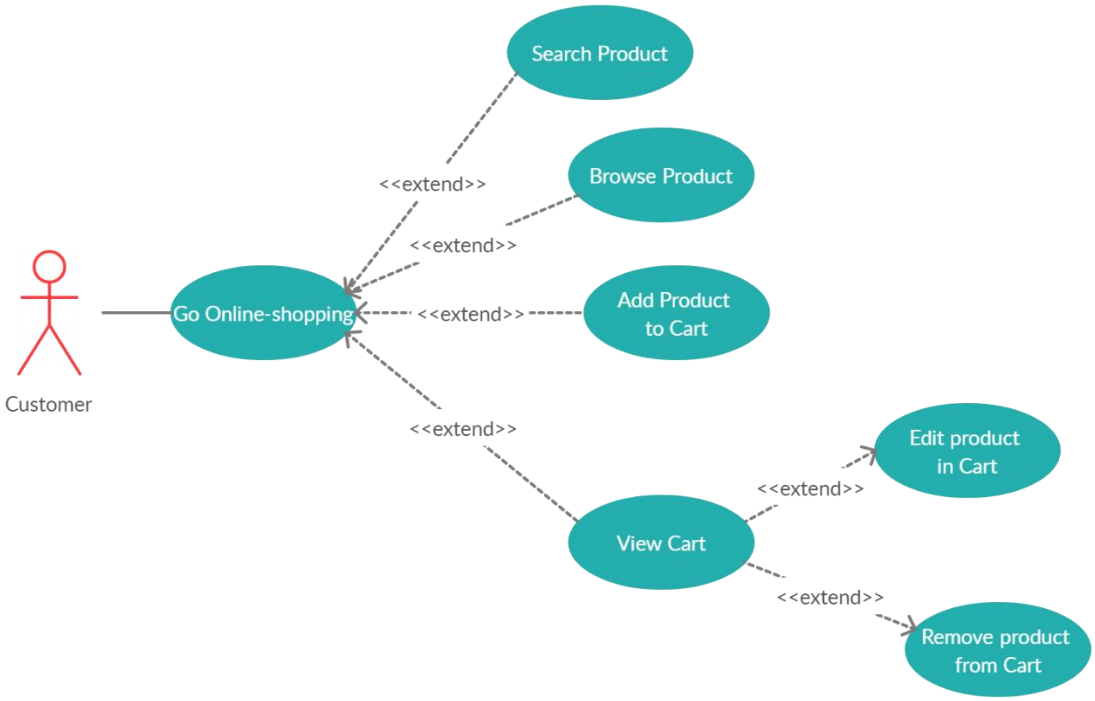
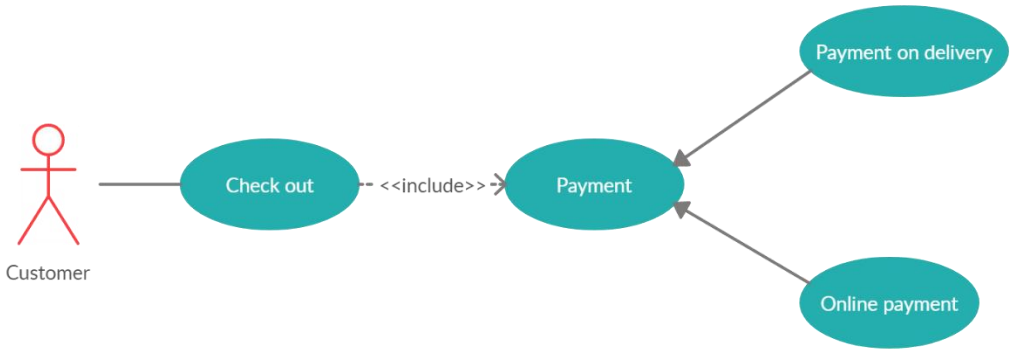
1. Use-case Model



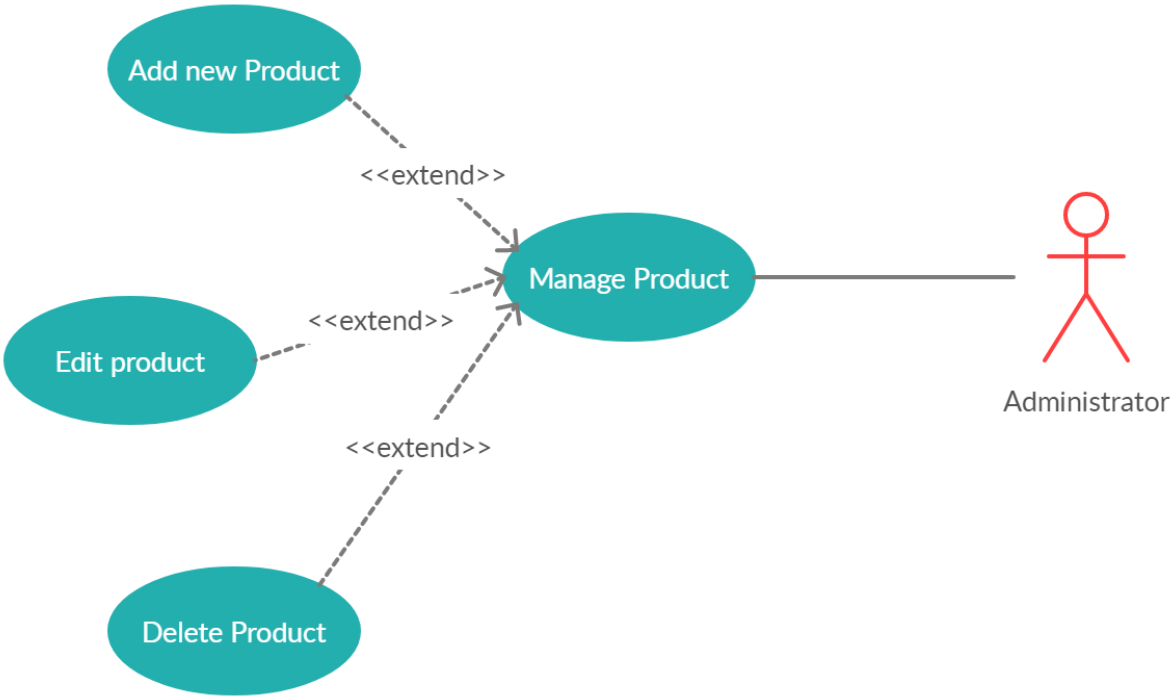
- Go Online-shopping model:



- Check Out model:



- Manage Product:



2. Use-case Specifications

2.1 Use-case: Sign in

Use case Name	Sign in

Brief description	This use case describes how a user can sign in
Actors	Guest, Administrator
Basic Flow	1. User enters username and password 2. Return to homepage if user signed in successfully
Alternative Flows	**Alternative flow 1: User enters wrong password** 1. System displays an error message 2. Continue step #1 of basic flow
Pre-conditions	User goes to login page through 1 of 3 ways: - Click on sign in button at the top right of the home page - User is not signed in and clicks on view cart button at the top right of the home page - User is not signed in and adds a product to cart
Post-conditions	Guest successfully signs in and return to homepage

2.2 Use-case: Create an account

Use case Name	Create an account
Brief description	This use case describes how a user can create an account
Actors	Guest, administrator
Basic Flow	1. At sign in page, user clicks on sign up button. 2. User goes to sign up page. 3. User enters information 4. User clicks sign up 5. Goes back to sign in page
Alternative Flows	**Alternative flow 1: User enters username that's already taken** 1. From #5 of the basic flow, system displays error message 2. Continue from step #3.
Pre-conditions	User goes to login page and clicks sign up button
Post-conditions	User successfully signs up and returns to sign in page

2.3 Use-case: Make purchase

Use case Name	Make purchase
Brief description	This use case describes how a user can make a purchase
Actors	Signed in customer
Basic Flow	1. At homepage, user goes to their cart. 2. User click on purchase button 3. User click on checkout button. 4. User check their information again 5. User click on confirm button
Alternative Flows	**Alternative flow 1: User's shopping cart is empty**

	1. From #3 of the basic flow, systerm display error message 2. Systerm goes to homepage **Alternative flow 2: User information is wrong** 1. From #4 of the basic flow, user re-enter their information 2. Continue step #5
Pre-conditions	User goes to homepage User has product in shopping-cart User has correctly information in profile
Post-conditions	User successfully make a purchase and waiting for an email to confirm

2.4 Use-case: Search product

Use case Name	Search product
Brief description	This use case describes how a user can search an product by search bar
Actors	Guest, administrator, signed in user
Basic Flow	1. User goes to homepage 2. User clicks on search bar 3. User enter an text 4. System displays list of products according to the searching result 5. User clicks on a product 6. User goes to a page which displays that product's information
Alternative Flows	**Alternative flow 1: User can't not find the product** 1. From #4 of the basic flow, system displays no product is found 2. Continue step #2
Pre-conditions	User goes to homepage
Post-conditions	User view a product's information

2.5 Use-case: Browse product

Use case Name	Browse product
Brief description	This use case describes how a user can browse product
Actors	Guest, administrator, signed in user
Basic Flow	6. User goes to homepage 7. Using navigation bar, user can see types of product 8. User clicks on a type on navigation bar 9. System displays a list of products belongs to that specific type 10. User clicks on a product 11. System displays a page of that product's information
Pre-conditions	User goes to homepage

Post-conditions	User views a product's information

2.6 Use-case: View cart

Use case Name	View cart
Brief description	This use case describes how an user can view his/her cart
Actors	Signed in user
Basic Flow	1. User clicks on icon of the cart 2. System displays user's cart (a page)
Pre-conditions	- User goes to homepage - User has already signed in.
Post-conditions	User views cart

2.7 Use-case: Edit product in cart

Use case Name	Edit product in cart
Brief description	This use case describes how a user can edit product in cart
Actors	Signed in user
Basic Flow	1. User views cart 2. User changes quantity of products 3. User adds requirements to products
Pre-conditions	- User goes to homepage - User has already signed in.
Post-conditions	User changes product's quantity in cart or add requirements

2.8 Use-case: Remove product from cart

Use case Name	Remove product from cart
Brief description	This use case describes how a user can remove product from cart
Actors	Signed in user
Basic Flow	4. User views cart 5. User clicks on remove button of a product
Pre-conditions	- User goes to homepage - User has already signed in.
Post-conditions	A product is removed from cart

2.9 Use-case: Add a product to cart

Use case Name	Add a product to cart
Brief description	This use case describes how a user can add a product to cart

Actors	Signed in user
Basic Flow	1. User browses or searchs a product 2. At product's information page, user clicks on add to cart button 3. System adds product to user's cart
Alternative Flows	**Alternative flow 1: Product is out of stock** 3. After step #2 of basic flow, system displays error message 4. Continue from step #1. **Alternative flow 2: Product is already in cart** 1. From step #3 of basic flow, system increases product's quantity in cart
Pre-conditions	User goes to homepage User has already signed in
Post-conditions	User adds product to cart or increases product's quantity

2.10 Use-case: Payment

Use case Name	Add a product to cart
Brief description	This use case describes how a user can do a payment
Actors	Signed in custormer
Basic Flow	1. User goes to shopping cart 2. User click on purchase button 3. User click on checkout button 4. User choose payment methods 5. User click on confirm button
Alternative Flows	**Alternative flow 1: User's shopping cart is empty** 1. From #2 of the basic flow, systerm display error message 2. Systerm goes to homepage **Alternative flow 2: Payment methods is not available** 1. From step #4 of basic flow, system display error message 2. Goes to #4
Pre-conditions	User goes to shopping cart User has already signed in User has already product in shopping cart
Post-conditions	User successfully to pay for a purchase.

2.11 Use-case: Payment on delivery

Use case Name	Payment on delivery
Brief description	This use case describes how a user can choose payment method is pay when

	receive product
Actors	Signed in custormer
Basic Flow	1. User goes to shopping cart 2. User click on purchase button 3. User click on checkout button 4. User choose payment on delivery 5. User click on confirm button
Alternative Flows	**Alternative flow 1: User's shopping cart is empty** 3. From #2 of the basic flow, systerm display error message 4. Systerm goes to homepage **Alternative flow 2: Payment methods is not available** 3. From step #4 of basic flow, system display error message 4. Goes to #4 and choose other payment methods
Pre-conditions	User goes to shopping cart User has already signed in User has already product in shopping cart
Post-conditions	User successfully to pay for a purchase.

2.12 Use-case: Payment online

Use case Name	Payment online
Brief description	This use case describes how a user can choose payment method is pay when receive product
Actors	Signed in custormer
Basic Flow	1. User goes to shopping cart 2. User click on purchase button 3. User click on checkout button 4. User choose payment online 5. User click on confirm button
Alternative Flows	**Alternative flow 1: User's shopping cart is empty** 1. From #2 of the basic flow, systerm display error message 2. Systerm goes to homepage **Alternative flow 2: Payment methods is not available** 1. From step #4 of basic flow, system display error message 2. Goes to #4 and choose other payment methods **Alternative flow 3: Credit card not available** 1. From step #4 of basic flow, systerm display error message 2. Goes to #4 and re-enter.
Pre-conditions	User goes to shopping cart User has already signed in User has already product in shopping cart

Post-conditions	User successfully to pay for a purchase.

2.13 Use-case: Add new product

Use case Name	Add new product
Brief description	This use case describes how administrator can add new product
Actors	Administrator
Basic Flow	1. At administrator page, admin clicks on add new product button 2. System displays a new page 3. Admin fills in product's information 4. Admin clicks on add button 5. System adds product to database
Pre-conditions	Administrator signed in with admin account
Post-conditions	Admin adds new product to database

2.14 Use-case: Edit product

Use case Name	Edit product
Brief description	This use case describes how administrator can edit product's information
Actors	Administrator
Basic Flow	1. At administrator page, admin clicks on search button 2. Admin enters products name 3. System displays product's information 4. Admin clicks on a field 5. Admin changes its content 6. Admin clicks OK 7. System changes product's content in dadabase
Alternative Flows	**Alternative flow 1: Product don't exist in database** 1. From step #2 of basic flow, admin enters another term 2. Continue to step #6.
Pre-conditions	Administrator signed in with admin account
Post-conditions	Admin edits product's information in database

2.15 Use-case: Delete product

Use case Name	Delete product
Brief description	This use case describes how administrator can delete a product
Actors	Administrator
Basic Flow	1. At administrator page, admin clicks on search button

	2. Admin enters products name 3. System displays product's information 4. Admin clicks on delete button 5. Admin confirms 6. Systems delete product in database
Alternative Flows	**Alternative flow 1: Product don't exist in database** 3. From step #2 of basic flow, admin enters another term 4. Continue to step #6.
Pre-conditions	Administrator signed in with admin account
Post-conditions	Admin deletes a product in database