Class Activity: Use Case Designing and Use Case Description

Activity Overview

You will work in groups (in 2-3) to design use cases and create use case descriptions for a simplified "Online Bookstore" system. You are provided with input data and scenarios. The objective is to help you understand the process of identifying and describing use cases, and then visualizing them using UML diagrams.

Input Data for Activity

Online Bookstore Scenarios:

1. **Customer Registration**: A user can register on the bookstore website by providing personal details.
2. **Book Search**: A registered or guest user can search for books by title, author, or genre.
3. **Book Purchase**: A registered user can purchase books using a shopping cart system. Payment is processed through a secure payment gateway.
4. **Order Tracking**: A user can track their orders by entering the order ID.
5. **Review Submission**: A registered user can submit reviews for purchased books.

Instructions:

1. **Identify Use Cases**: Based on the scenarios provided, identify the main use cases for the Online Bookstore system.

2. **Create Use Case Descriptions**: Write use case descriptions for each identified use case. For each use case, you only need to describe the following:

    1. Actor(s)
    2. Description
    3. Precondition
    4. Postcondition
    5. Main Flow

3. **Draw Use Case Diagrams**: Use UML to create use case diagrams representing the identified use cases and their interactions with actors (e.g., different users).