Object-Oriented Analysis and Design Laboratory
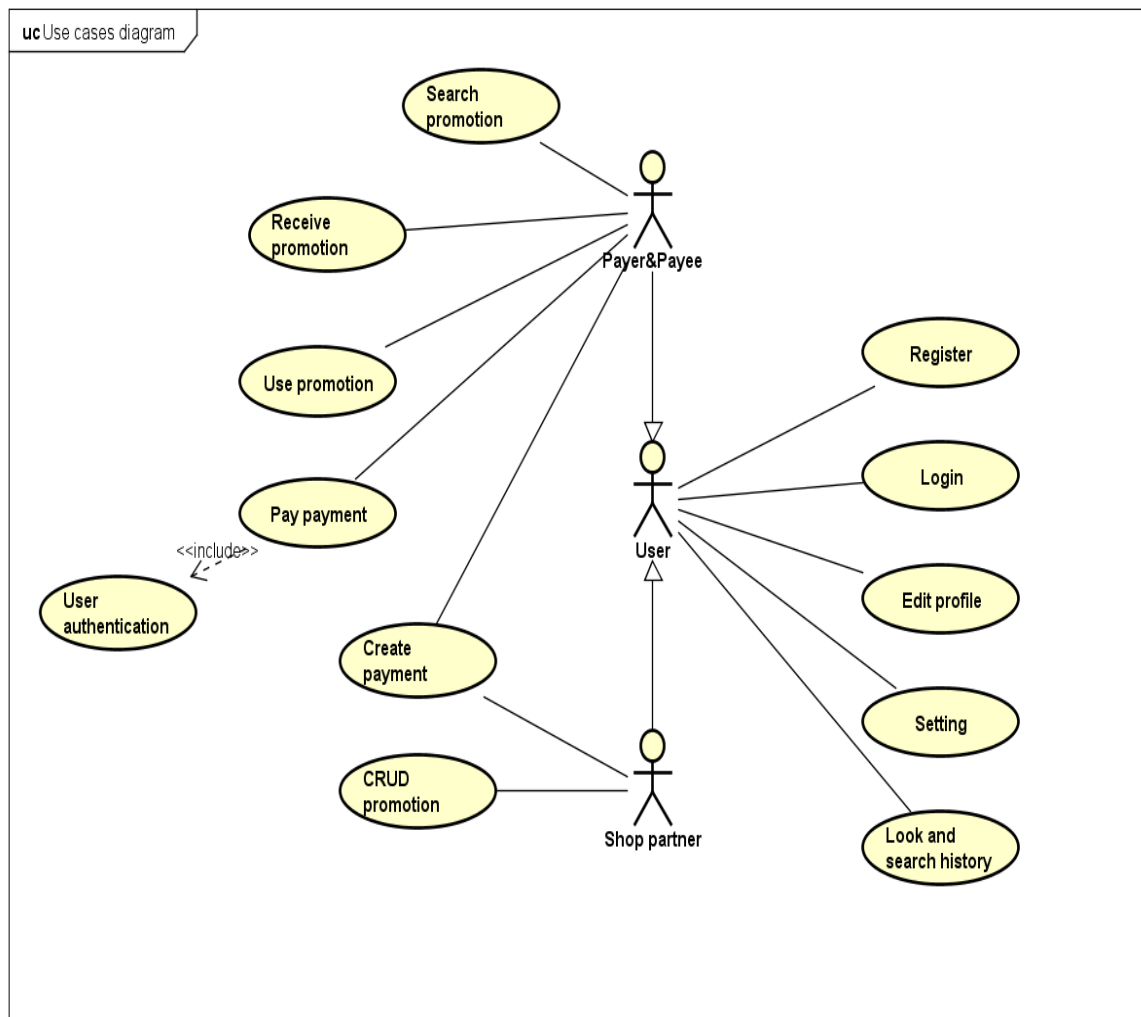
Session 4: Use Case and Activity Diagram

Project name: Easy Wallet

System Analyst: Sirapop Issariyodom 58090041
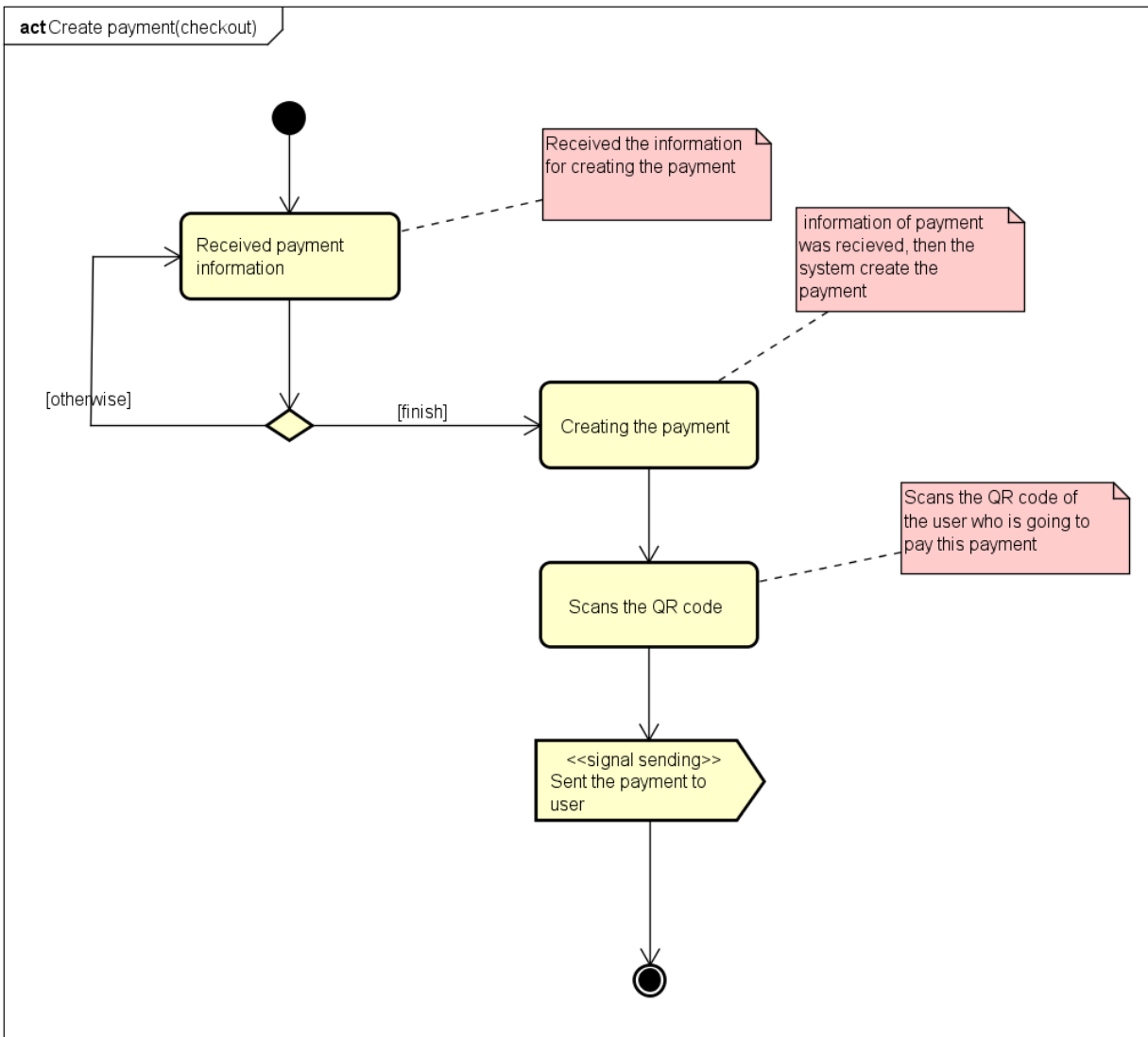
Project Owner: Thanakorn Tragoonrungsi 58090017

1.) Use cases diagram

2.) Activity diagram

2.1) Create payment(Checkout)

act Create payment(checkout)

- Received payment information
- [otherwise]
- [finish]
- Creating the payment
- Scans the QR code
- <<signal sending>> Sent the payment to user

Notes:
- Received the information for creating the payment
- information of payment was recieved, then the system create the payment
- Scans the QR code of the user who is going to pay this payment

2.2) Pay payment