EXPERIMENT-7

7) Draw a UML diagram for online purchasing system. Provide top level use cases for a web customer making purchases online. Web customer actor uses some web site to make purchases online. Top level use cases are View Items, Make Purchase and Client Register.

Aim:
To design a Use Case Diagram for an Online Purchasing System, illustrating the interactions of a web customer with the system.

Procedure:

1. Identify the Main Actor

- **Web Customer**: Uses the website to browse, register, and make purchases.

2. Define Top-Level Use Cases

- **View Items**: The web customer browses available items.
- **Make Purchase**: The customer selects items, adds them to the cart, and completes the purchase.
- **Client Register**: The customer registers an account for future purchases.

3. Establish Relationships

- Web Customer ↔ View Items: The customer can browse the catalog.

- Web Customer ↔ Make Purchase: The customer selects and buys products.

- Web Customer ↔ Client Register: Registration allows users to store personal details for future orders.
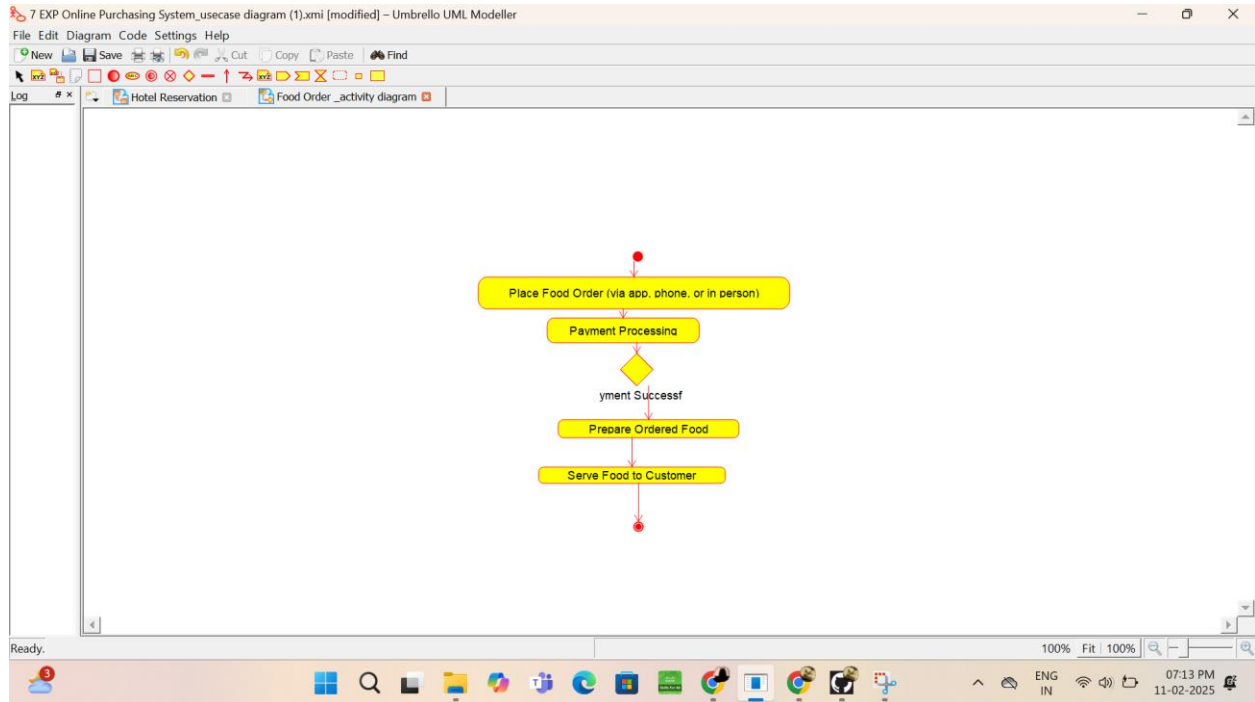
4. Draw the Use Case Diagram

- Represent **actors as stick figures**.
- Represent **use cases as ovals**.
- Connect actors to use cases with **associations**.

5. Verify the Diagram

- Ensure all system functionalities and interactions are represented.

Diagram:

Result:

A Use Case Diagram for the Online Purchasing System was successfully designed, showing the interaction between web customers and the system's functionalities