

EXPERIMENT.NO: 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.

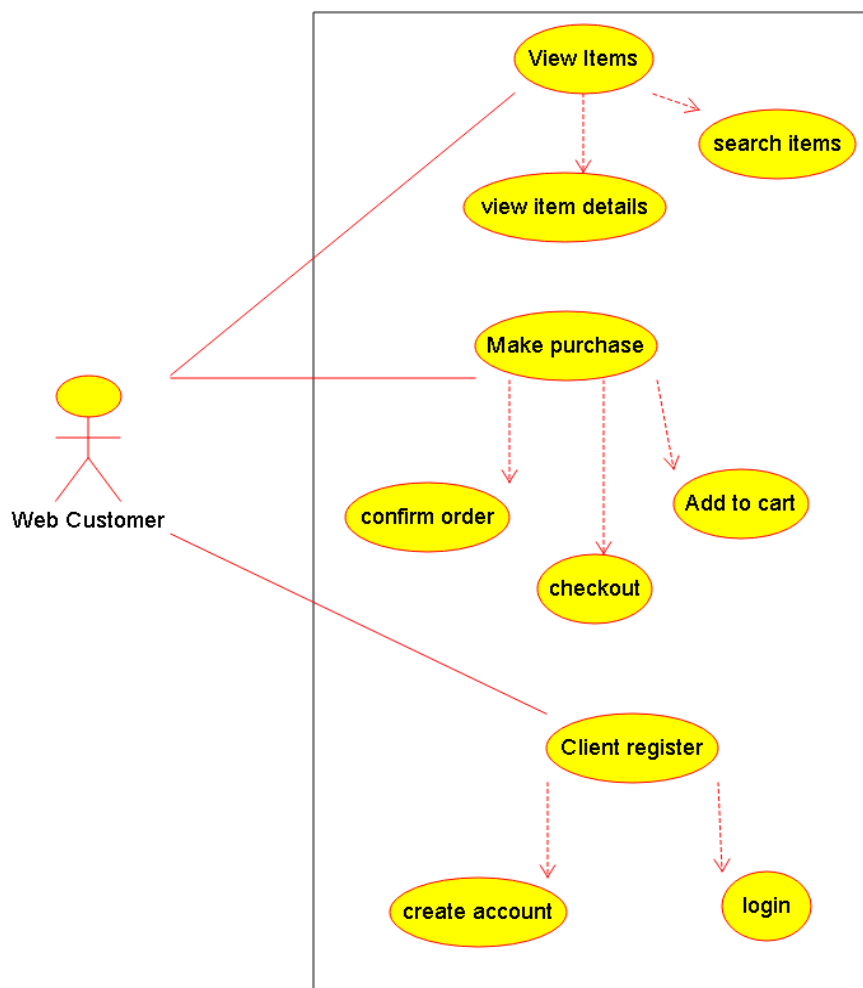
Aim:

To design a UML use case diagram for an Online Purchasing System that captures the top-level use cases for a web customer, including viewing items, making purchases, and registering as a client.

Procedure:

1. Identify the actor: **Web Customer**.
2. Define the top-level use cases: **View Items**, **Make Purchase**, and **Client Register**.
3. Establish relationships: Web Customer interacts with the system to view items, make purchases, and register.
4. Validate the flow: Customer registers → Views items → Makes a purchase.
5. Ensure all top-level functionalities are represented in the use case diagram.

Output:



Result:

In an online purchasing system, a web customer can perform several top-level use cases through the website. These primary use cases include viewing items, making purchases, and registering as a client. The "View Items" use case allows the customer to browse through available products.