

Problem Statement

“Buyable Books Ltd” would like to establish **an internet-based online bookstore**. The customer can interactively select any book from the categories fiction, non-fiction and educational. They can then examine a short description and price of each book, select the ones they want to purchase and proceed to paying for them.

To complete payment a form must be filled out with shipping and payment information. Payment may be by credit card or postal order.

The customer may write to a help desk to ask for information.

When the order is confirmed, a confirmation email is sent to the customer with details of the order and a reference number.

The reference number can be used to check the status of the order on line.

Behind the scenes the system must verify the customer’s credentials, request the books from the warehouse.

print an invoice and request a delivery to the customer.

For the above Case Study, Develop

1. Use Case Diagram

- Examine and capture requirements

2. Class Diagram

- Start to examine system structure

3. Activity Diagram

- Illustrate dependencies in system

4. Interaction Diagrams

- Express system dynamics

5. Component Diagram

- Illustrate Development of Components

6. Deployment Diagram

- Physical Location of Components