Use-Case Model

Version <1.0>

Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| <23/03/1996> | <1.0 > |  | Stefan Olimpiu |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

Table of Contents

1. Use-Cases Identification 4

2. UML Use-Case Diagrams 4

Use-Case Model

# Use-Cases Identification:

Use case: create account

Level: user-goal level

Primary actor: guest user

Main success scenario: the guest user creates the account by providing a username and a password e following format:

Extensions: --

Use case: add product to shopping cart

Level: user-goal level

Primary actor: logged in user

Main success scenario: the guest user logs in, visualize the products, and add one product to the shopping carte following format:

Extensions: the guest user logs in, visualize products, cannot add to shopping cart because it is out of stock

Use case: modify stock of a product

Level: user-goal level

Primary actor: administrator

Main success scenario: the administrator logs in, visualize the products, and modifies the stock of a producte following format:

Extensions: the administrator can’t login because the password is wrong (failure)

# UML Use-Case Diagrams

