

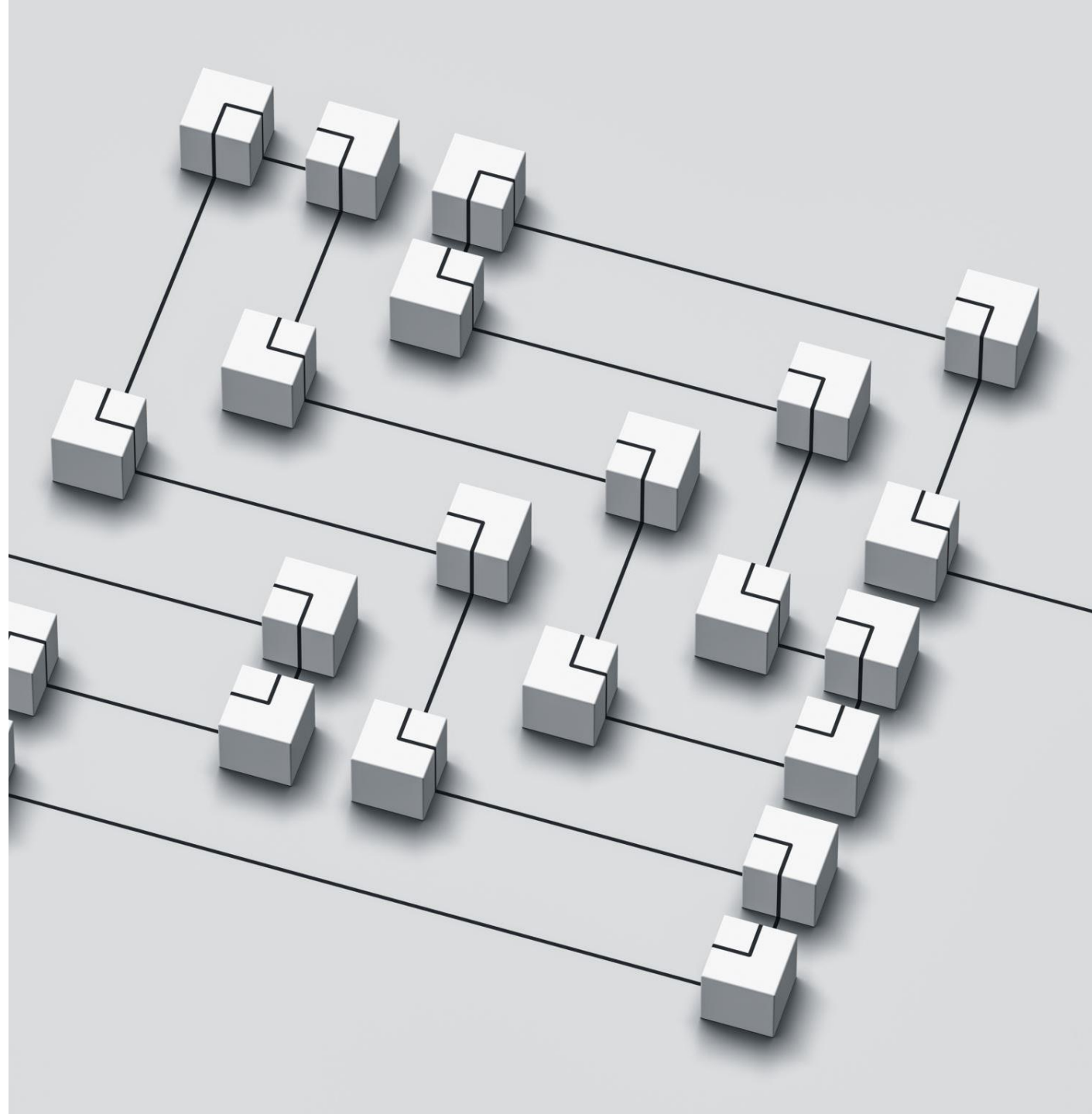
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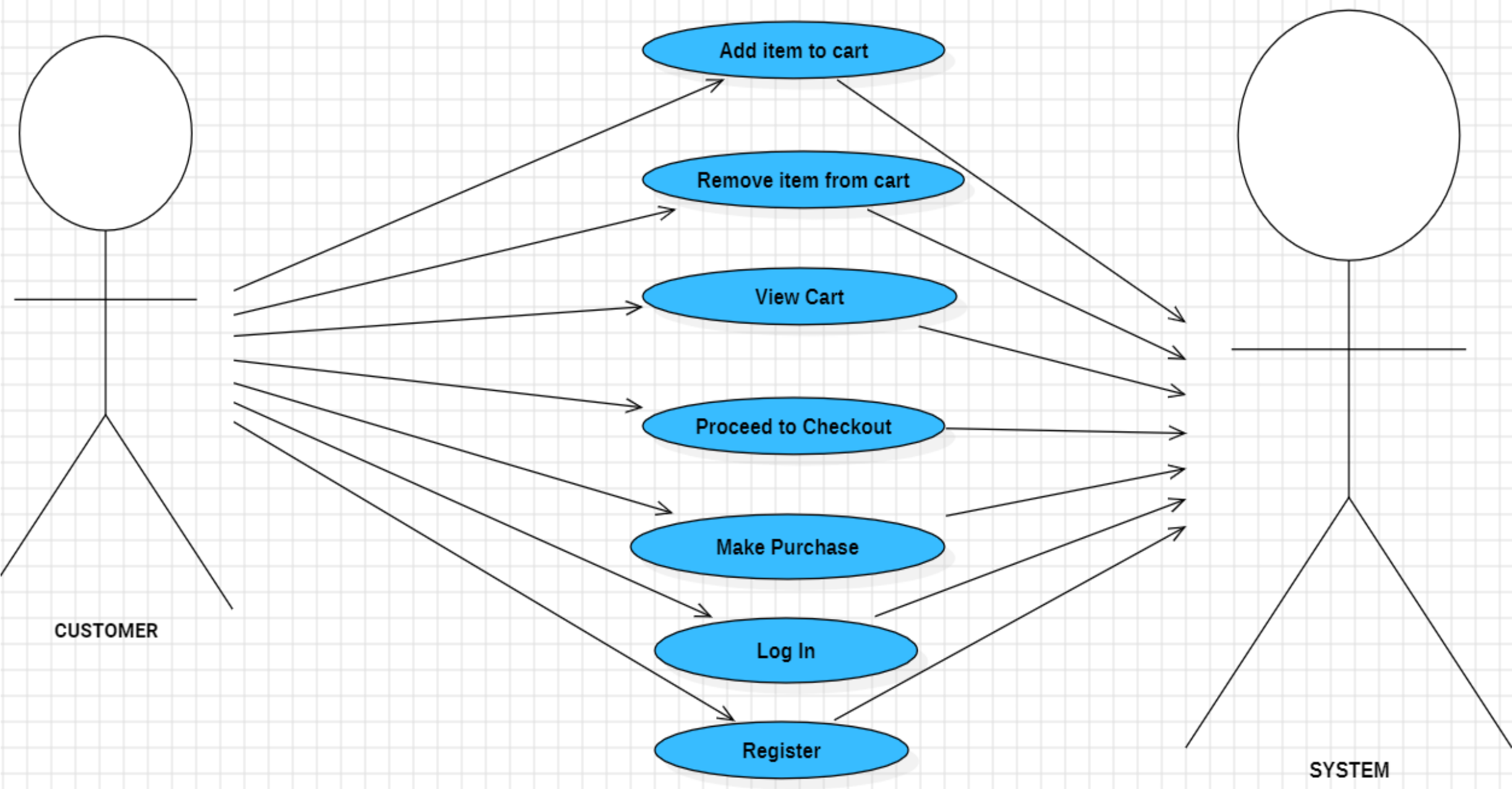
# ONLINE STORE SYSTEM

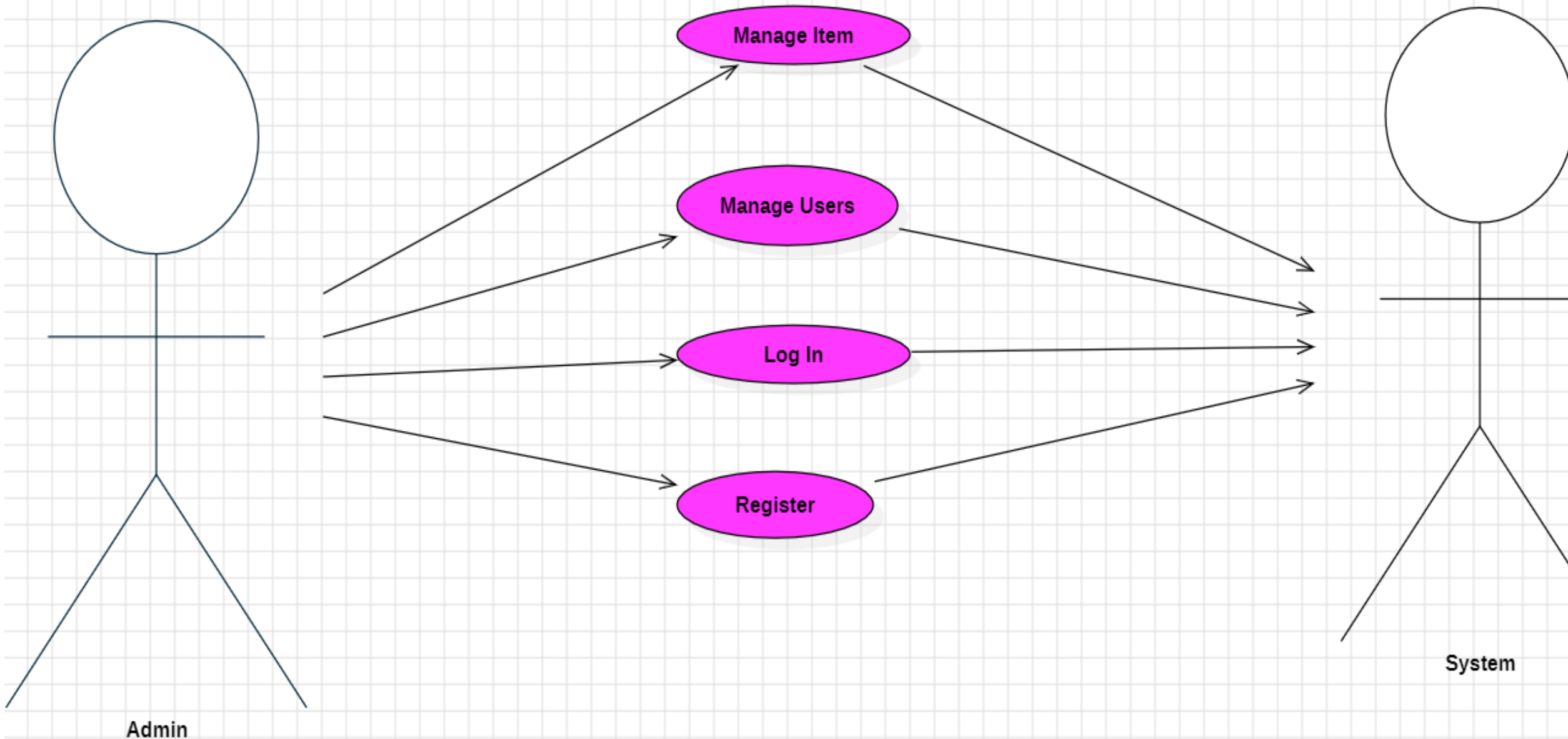


# USE CASE DIAGRAM

- A use case diagram is a visual representation that shows how users (actors) interact with a system through specific functionalities (use cases).  
Key points:(Describe "who" interacts with the system and "what" they can do.



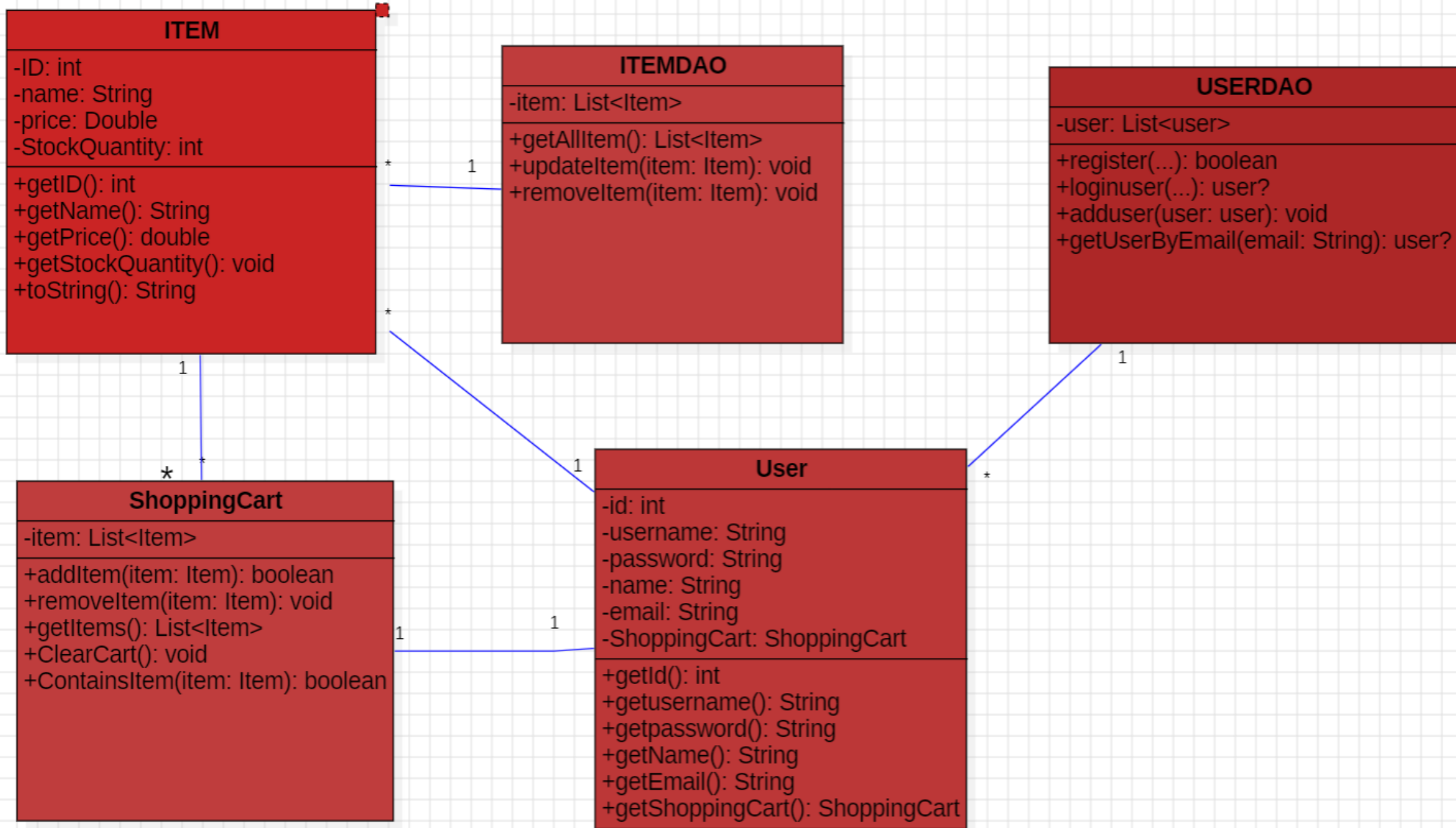




# CLASS DIAGRAM

- A class diagram is a visual blueprint in software engineering that shows classes, their properties, behaviors, and how they relate to each other in a system.(the "structure" of the system , including classes, attributes, and relationships.)

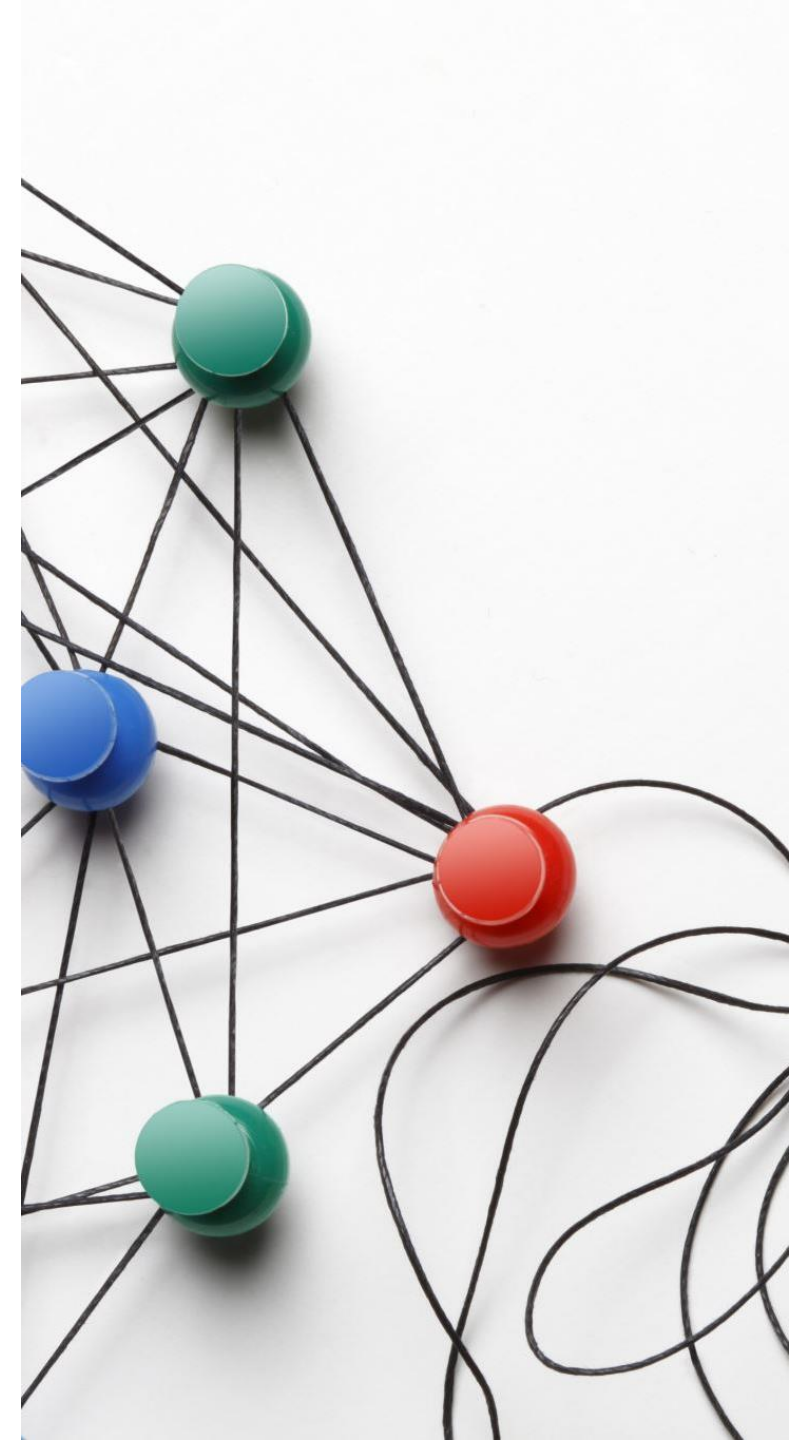






# SEQUENCE DIAGRAM

- A sequence diagram is a visual representation in UML that shows how objects or components in a system interact by depicting the order of messages exchanged between them over time.(the "dynamic behavior "of the system illustrating interaction and message flow over time.)



sd SequenceDiagram1

CUSTOMER

SHOPPINGCART

ITEM

1 : LOGIN

2 : addItem(Item)

3 : getstockQuantity

4 : removeItem(Item)

5 : decreasestockQuantity

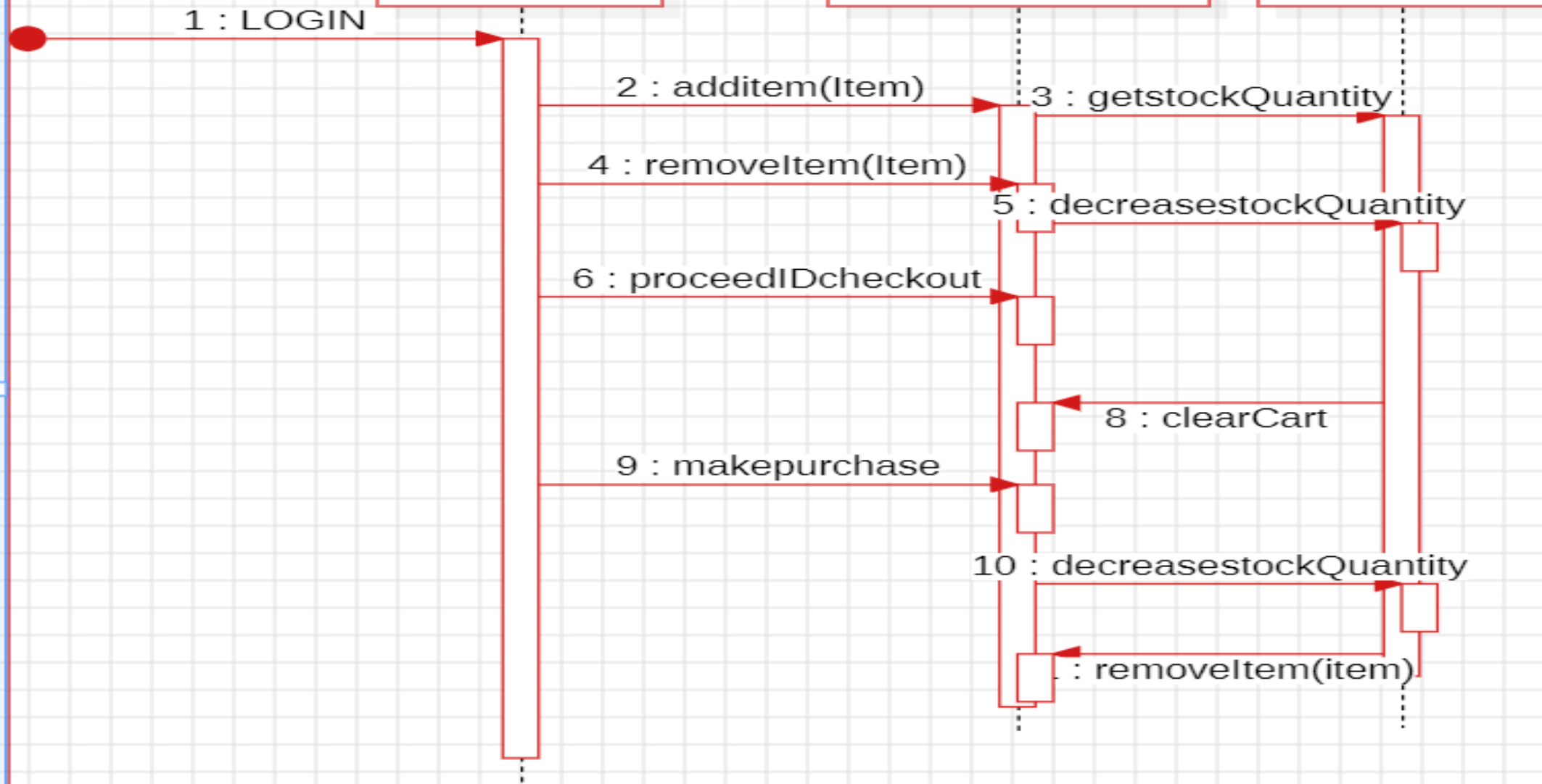
6 : proceedIDcheckout

8 : clearCart

9 : makepurchase

10 : decreasestockQuantity

11 : removeItem(item)





- **"Thank you all for your time and attention. Any questions or thoughts are welcome. Have a great day!"**

