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** using a **CASE tool**, illustrating the interactions between the guest user, registered user and admin.

PROCEDURE:

⬚ Open the CASE Tool

- Launch **Umbrello, Lucidchart, Visual Paradigm, or any UML modeling tool**.
- Create a new **Use Case Diagram** project.

⬚ Identify the Main Actors

- **Registered User**: A user who has an account and can make purchases.
- **Guest User**: A user who can browse products without registration.
- **Admin**: Manages products and user accounts.
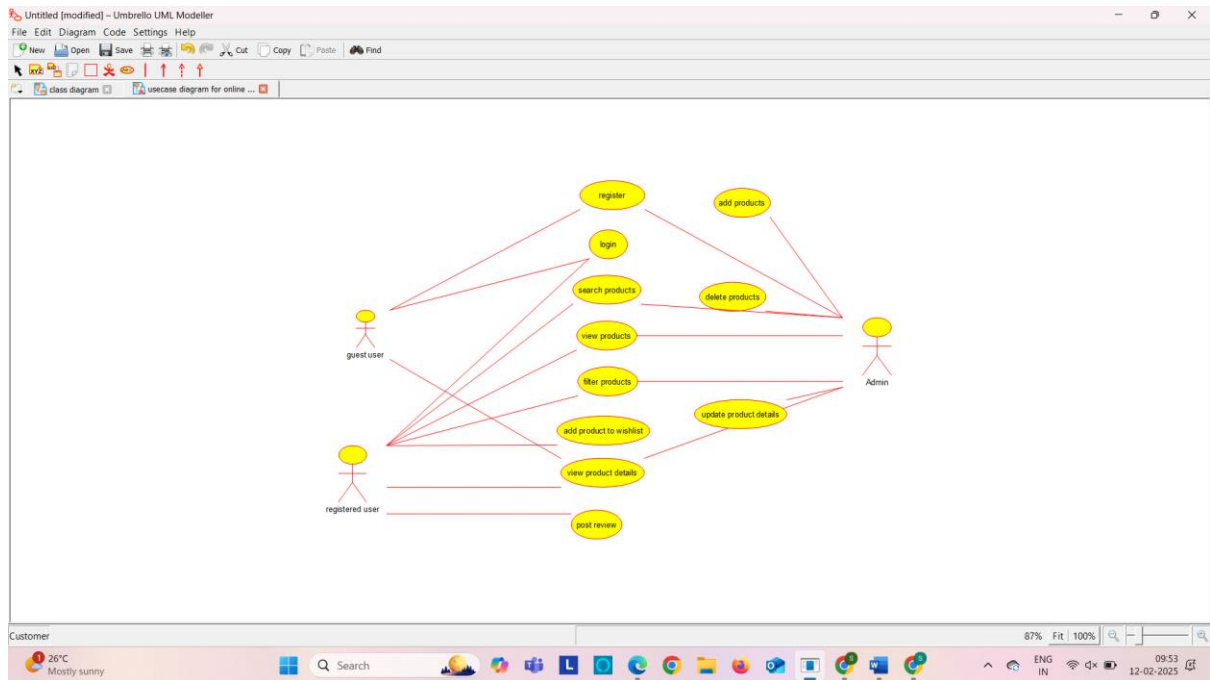
⬚ Define the Use Cases

- **View Items** – Both registered and guest users can browse products.
- **Client Register** – Guest users register to become a registered user.
- **Make Purchase** – Only registered users can place orders and make payments.

⬚ Create the Diagram Components

- **Add Actors**
  - Use the **Actor Tool** to create **Registered User, Guest User and Admin**
- **Add Use Cases**
  - Use the **Use Case Tool** to create **View Items, Client Register, Make Purchase, Manage Products, and Manage Users**.
- **Establish Relationships**
  - Use **Association Lines** to connect actors with relevant use cases.
  - Use **Dependency Lines** (dashed arrows) to indicate dependencies.

OUTPUT:

Usecase diagram

RESULT:

Thus the UML usecase diagram for online purchasing system has been deleoped.