

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.

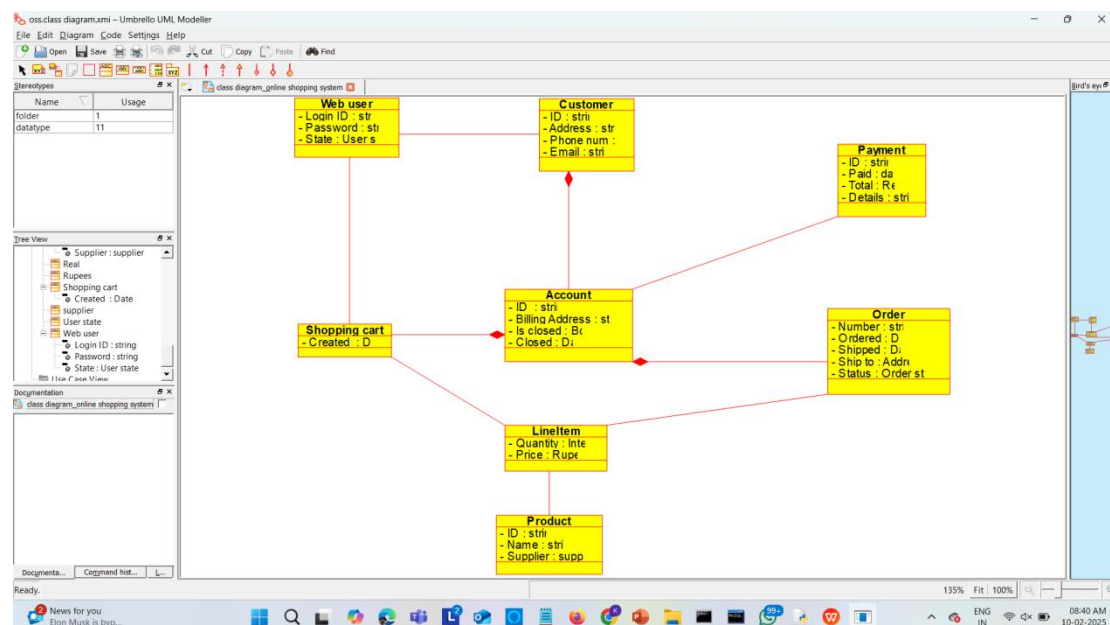
AIM: To design a UML Use Case Diagram for an online purchasing system, modeling interactions between a web customer and the system's primary functionalities.

Procedure :

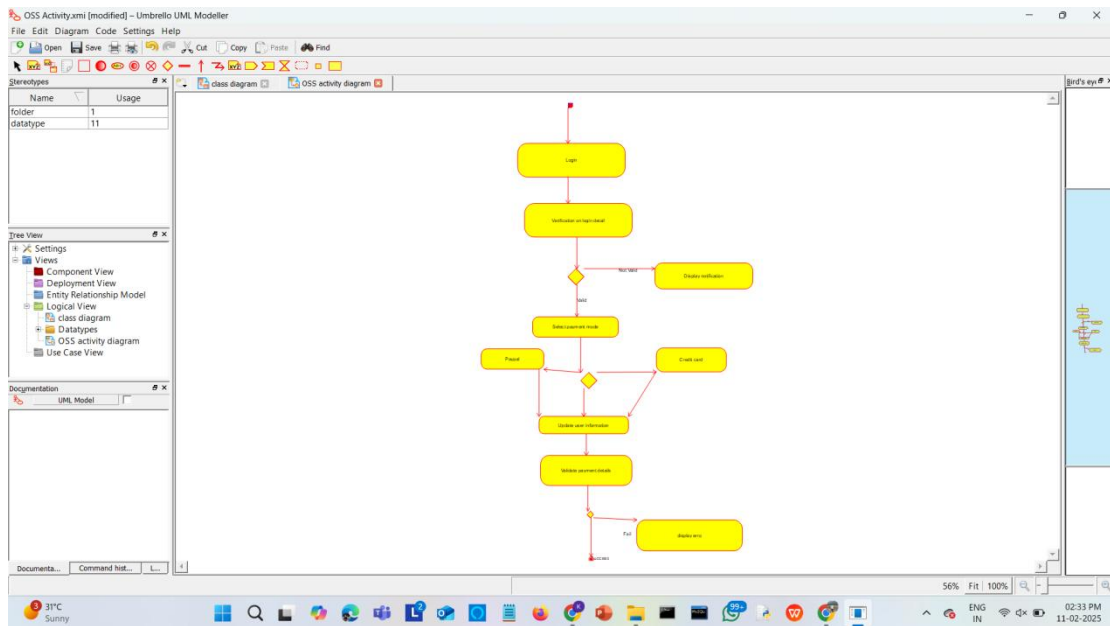
- Identify key actor: Web Customer.
- Define top-level use cases: View Items, Make Purchase, and Client Register.
- Establish relationships between the web customer and use cases.
- Include functionalities under Make Purchase such as Select Item, Provide Payment, and Confirm Order.
- Model Client Register for creating and managing user accounts.
- Draw the Use Case Diagram illustrating actor-use case associations.
- Ensure adherence to UML conventions and clear visualization of functionalities.

UML Diagrams

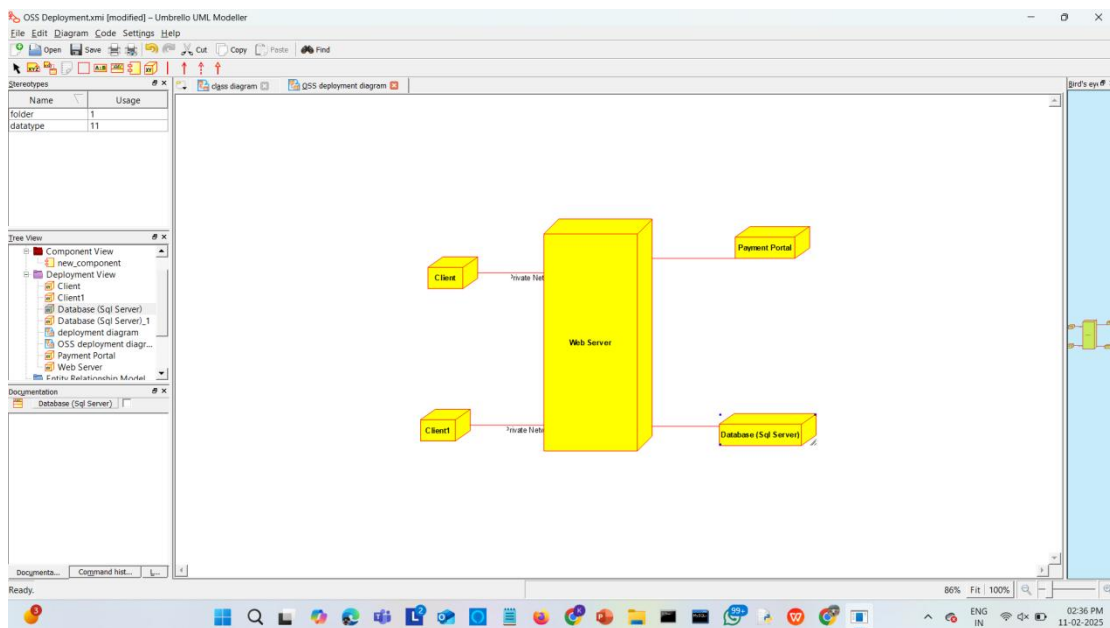
Class diagram



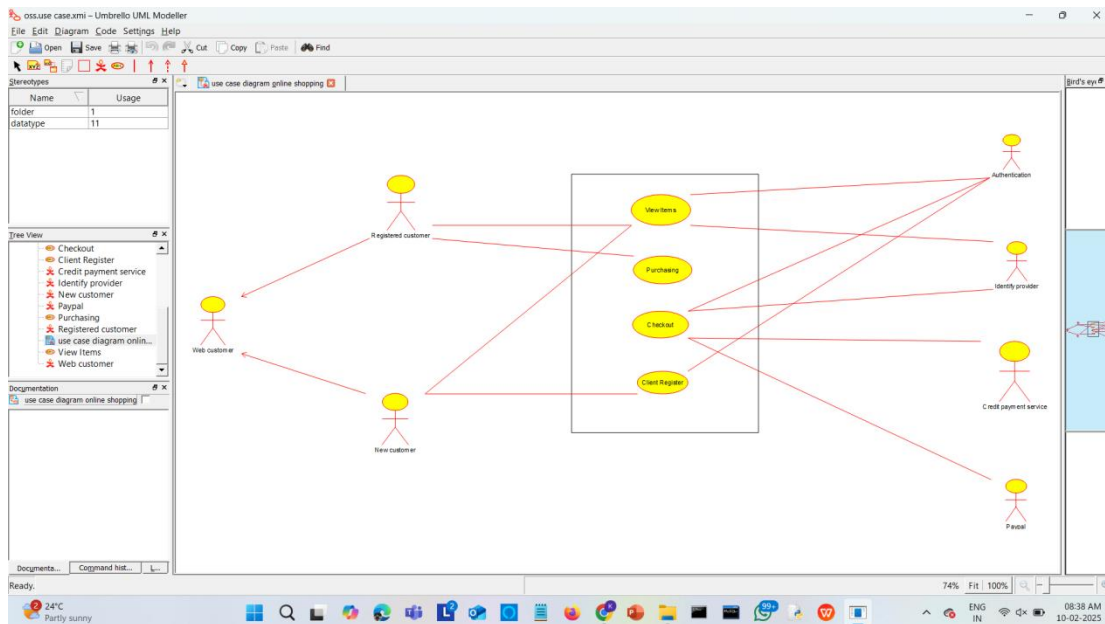
Activity diagram



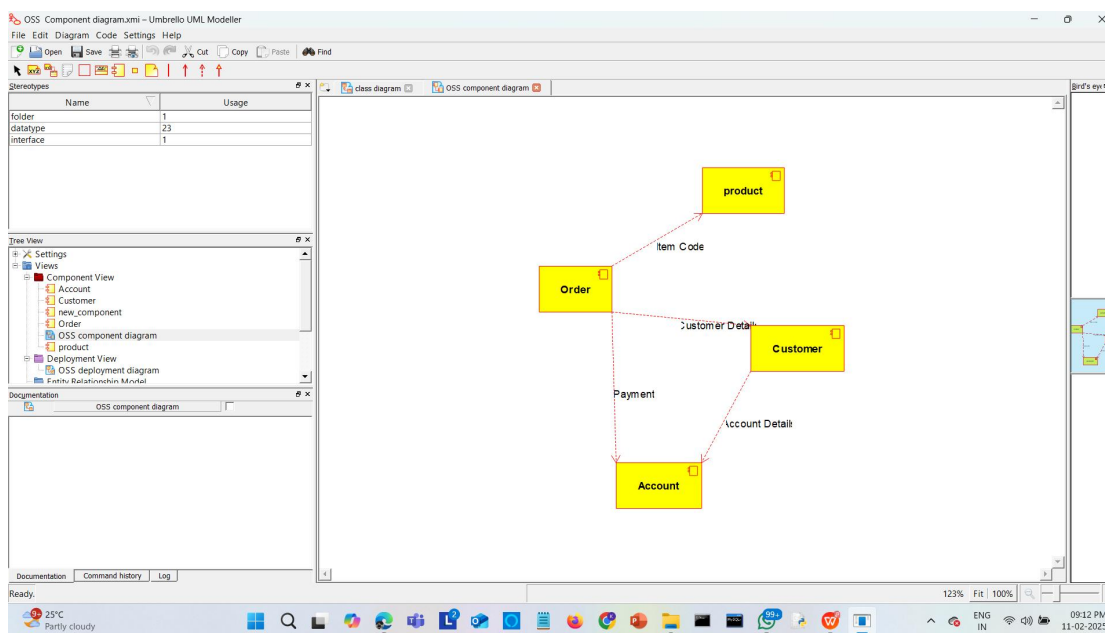
## Deployment



## Usecase



## Component



Result :

The Use Case Diagram for the online purchasing system was successfully created, representing customer interactions, purchasing activities, and account registration functionalities.

