



E-Shopping App

Object Oriented Modeling (SE 430)

Phase II

Spring 2022

Group 2:

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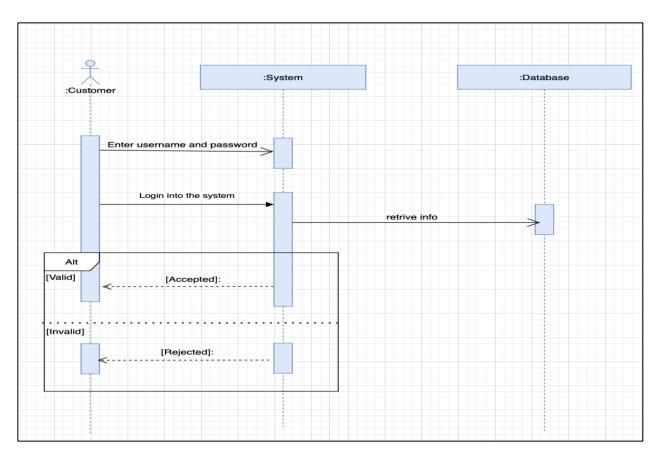
The scenario:

Use Case ID:	eShopping1		
Use Case Name:	Login into the system.		
Created By:	Sarah Alanqari	Last Updated By:	Sarah Alanqari
Date Created:	04/27/2022	Date Last Updated:	05/19/2022

Actor:	A customer.	
Description:	This use case describes how a customer logs into the system.	
Preconditions:	The customer is NOT logged in	
Postconditions:	If the use case was successful, the actor is now logged into the system.	
Priority:	Essential.	
Frequency of Use:	Frequently.	
Flow of Events:	This use case starts when a user wants to log into the system. 1. The system requests that the actor enter his/her username and password. 2. The actor enters his/her username and password. 3. The system retrieves info from database. 4. The system validates the entered username and password and logs the actor into the system.	

Alternative Flow:	Invalid Name / Password:
	 The system requests that the actor enter his/her username and password. The actor enters his/her username and password. The system retrieves info from database. The system is unable to validate the username and
	password (invalid credentials. 5. The system notifies the user that the entered
	credentials are invalid
Exceptions:	None.
Includes:	None.
Special Requirements:	None.
Assumptions:	None.
Notes and Issues:	None.

The sequence diagram:

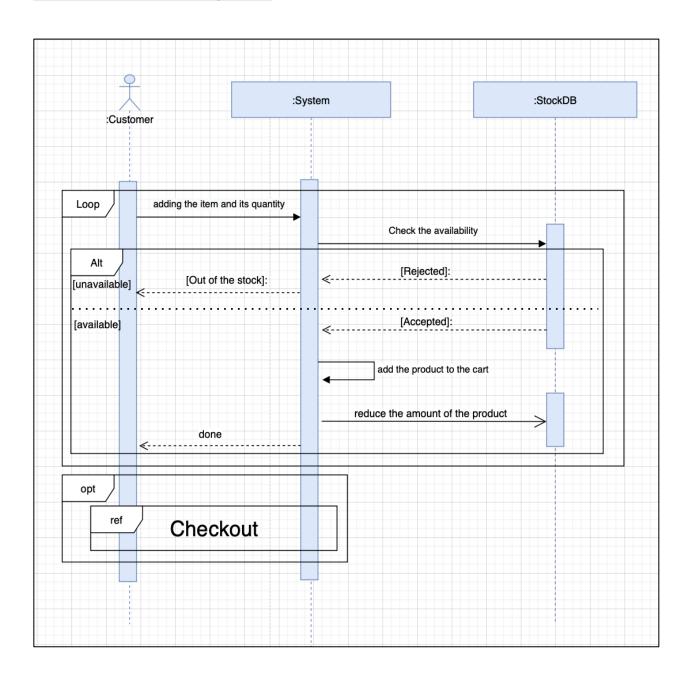


The scenario:

Use Case ID	eShopping4		
Use Case Name	Add item		
Created By	Steven Perry	Last Updated By	Sarah Alanqari
Data Created	4/28/2022	Date Last Updated	05/19/2022

Actor	Customer	
Description	This use case is for when a customer would like to add an item to their cart	
Preconditions	Customer must be logged in	
Postconditions	The customers cart will be updated to include the item added at the quantity allocated	
Priority	Essential	
Frequency of Use	Frequent	
Flow of Events	This use case begins when a customer is viewing a product and would like to add it to their cart 1. The customer presses the "Add item" button and then enters the quantity of the item. 2. The system checks the item availability. 3. The system adds the item then the customer's cart is updated to reflect the new item 4. The system updates the stock and the item availability. 5. The customer proceeds to checkout. Repeating [1-4]* for more items.	
Alternative Flow	2. If the item is no more available. 2.a The system tells the customer that this item is out of the stock. 2.b The use case ends.	
Exceptions	None	
Includes	None	
Special Requirements	None	
Assumptions	None	

The sequence diagram:



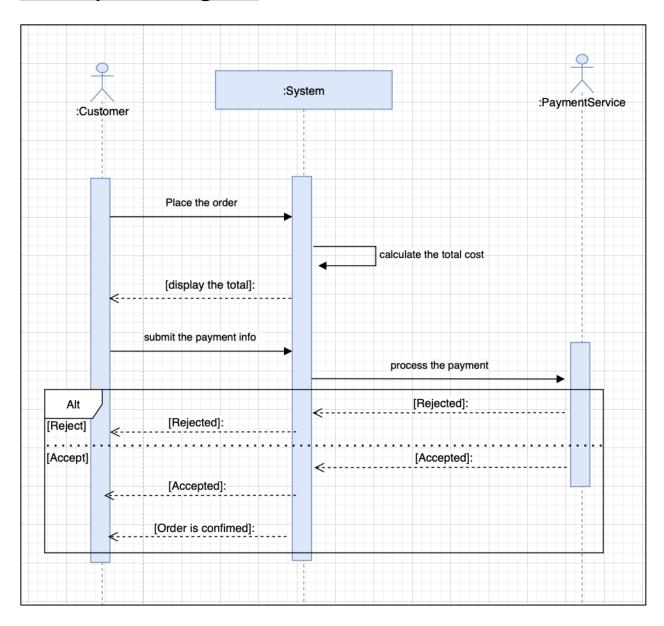
The scenario:

Use Case ID	eShopping8		
Use Case Name	Checkout		
Created By	Haodong Wu	Last Updated By	Sarah Alanqari
Data Created	04/28/2022	Date Last Updated	05/19/2022

Actor	Customer
Description	This use case is for when a customer is on the "Payment information" page and would like to checkout
Preconditions	The customer must be logged in and there must be an item or more in their cart
Postconditions	None
Priority	Essential
Frequency of Use	Frequent
Flow of Events	This use case begins when a customer is in "Payment information" page 1. The customer makes a request to checkout his/her cart. 2. The system calculates the total cost the displays it. 3. The customer enters the payment information of his or her choice 4. The system proceeds the payment process to Payment Service actor and then receiving the confirmation 5. The system confirms the order.
Alternative Flow	4. If the payment is not accepted.4.a The system tells the customer that the payment process is rejected.4.b The use case ends.
Exceptions	None
Includes	None
Special Requirements	None

Assumptions	None
Notes and Issues	None

The sequence diagram:



The Class diagram:

