EXERCISE.NO: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 observe and design a UML Use Case Diagram that represents the top-level functionalities of an Online Purchasing System. The focus is on understanding the interactions between a Web Customer and the system, including use cases like View Items, Make Purchase, and Client Registration.

PROCEDURE:

1. Determine who interacts with the system (e.g., Web Customer, Admin).

2. Identify the primary actions the Web Customer performs, such as Viewing Items, Making Purchases, and Registering as a Client.

3. Establish relationships between the actor and use cases, including any dependencies or extensions between them.

4. Use standard UML symbols to create a visual representation of the system's functionalities.

5. Ensure the diagram accurately represents all major interactions and reflects real-world system behavior.

UML DIAGRAM:
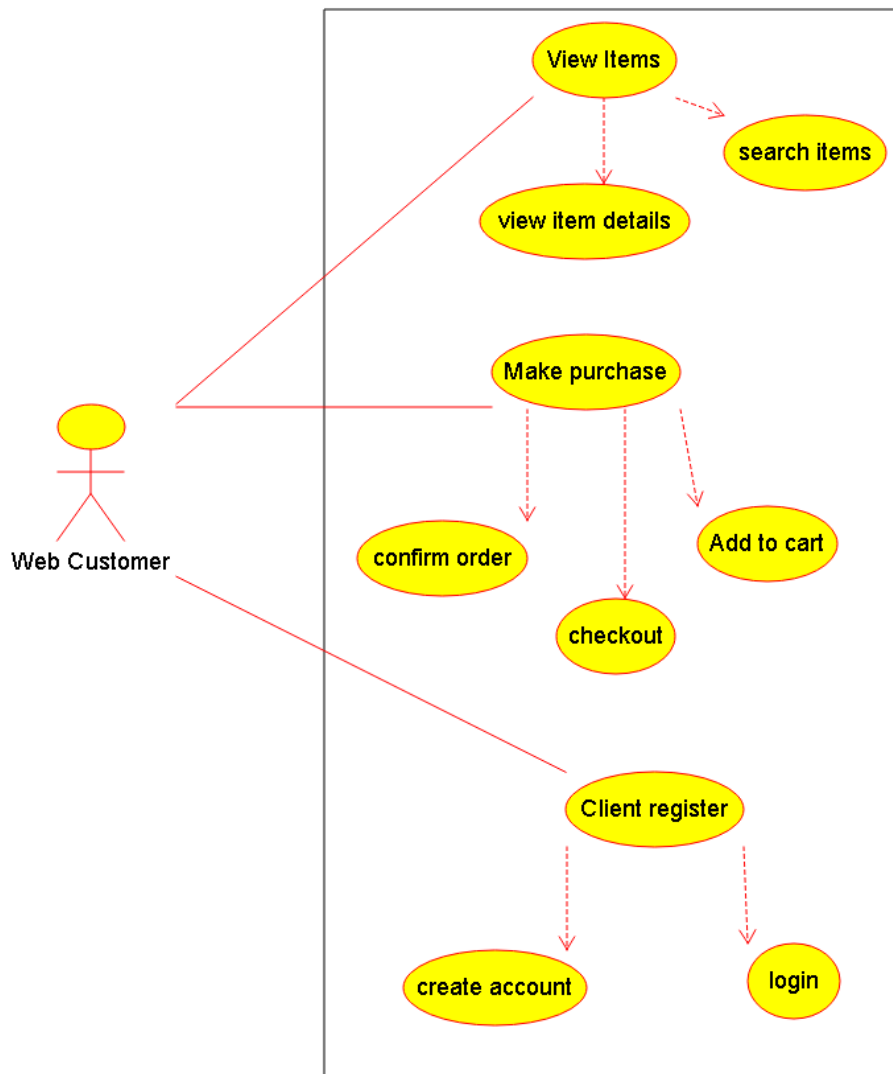
RESULT:

Thus the UML diagram for the Online Purchasing System has been implemented successfully.