

# **Activity Diagram Practice**

## ***Online Shopping***

### ***UML Activity Diagram Example 1***

An example of an activity diagram for online shopping. Online customers can browse or search for items, view specific items, add them to their shopping carts, view and update shopping carts, and checkout. Users can view shopping carts at any time. Checkout is assumed to include user registration and login.

## **Ticket Vending Machine**

### ***UML Activity Diagram Example 2***

This is an example of a UML activity diagram describing the behavior of the Purchase Ticket use case.

The activity is started by a Commuter actor who needs to buy a ticket. A ticket vending machine will request trip information from the Commuter. This information will include the number and type of tickets, e.g. whether it is a monthly pass, one-way or round ticket, route number, destination or zone number, etc.

Based on the provided trip info, the ticket vending machine will calculate the payment due and request payment options. Those options include payment by cash, or by credit or debit card. If payment by card was selected by Commuter, another actor, Bank will participate in the activity by authorizing the payment.