Internet Banking Application

Use-Case Model

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# Use-Cases Identification

* 1. **Send payment**

*Use case*: Successfully send money from a personal account to someone else’s account

*Primary actor*: A normal user

*Main success scenario*: Check the validity of the receiver’s account, withdraw money from personal account, send money to the receiver, display a message.

*Extensions*: If any operation fails, then all the operations described will be un-done, and the user will be notified.

* 1. **Request a payment**

*Use case*: Successfully request money from someone else’s account (the other person will be displayed a notification and need only to accept the transaction for it to happen).

*Primary actor*: A normal user

*Main success scenario*: Check the validity of the sender’s account, send payment information to the other account, display a notification to the sender, wait for response. If the user accepts, then the money is sent to the requester’s account.

*Extensions*: If any operation fails or the sender denies the payment, then all the operations described will be un-done, and the users will be notified.

* 1. Track a user’s payments

*Use case*: Successfully view all of the transactions that the user completed or failed

*Primary actor*: A moderator

*Main success scenario*: Insert the credentials of the desired user, select one of his available accounts, display a list of all transactions.

*Extensions*: If the desired user’s credentials are incorrect, the operator is prompted to re-insert the credentials.

# UML Use-Case Diagrams

