### Information Systems Concepts

# **Tutorial: Online Shopping**

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Based on Chapter 10 of Maciaszek, L.A.:

Requirements Analysis and System Design (3rd edition) Addison Wesley, 2007



### Outline (1)

#### Use Case Modelling

- Step 1 Find actors from the above requirements.
- Step 2 Find use cases from the above requirements.
- Step 3 Draw a use case diagram.
- Step 4 Write a use case description for the use case "Order configured computer". Use your general knowledge of typical order processing tasks to derive details not stated in the requirements.

#### Activity Modelling

- Step 5 Find actions from the above use case description.
- Step 6 Draw an activity diagram for the use case "Order configured computer".



### Outline (2)

#### Class Modelling

- Step 7 Find entity classes from the above requirements.
- Step 8 Think about the attributes for the above classes. Consider only attributes with primitive types.
- Step 9 Add associations to the class model. Consider what access paths between these classes are required by the use cases.
- Step 10 Add aggregations or compositions to the class model.
- Step 11 Add generalizations to the class model. Consider how you can extract any common attributes in the existing classes into a high-level class.
- Step 12 Draw a class diagram for the online shopping application. Modify the attribute content of classes as necessary due to the generalization hierarchy.



### Outline (3)

- Interaction Modelling
- Step 13 Draw a sequence diagram for the action "Display current configuration".
- Step 14 Convert the above sequence diagram into a communication diagram.
- Step 15 Add operations to the class diagram according to the messages in the above sequence or communication diagram.



### Online Shopping: Background (1)

- Buying computers over the Internet using the manufacturer's web page
- Computers classified into servers, desktops and laptops
- Customer can select standard configuration or can configure their own configuration
  - For each new configuration,
    the system can calculate its price
- To place an order, the customer must fill in shipment and payment information



### Online Shopping: Background (2)

- The system sends a confirmation e-mail message to the customer with details of the order
- Customer can check the order status online at any time
- Moreover, the system needs to
  - verify the customer's credentials

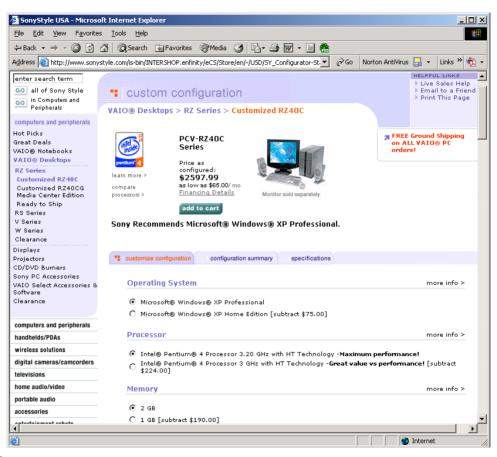
and payment methods

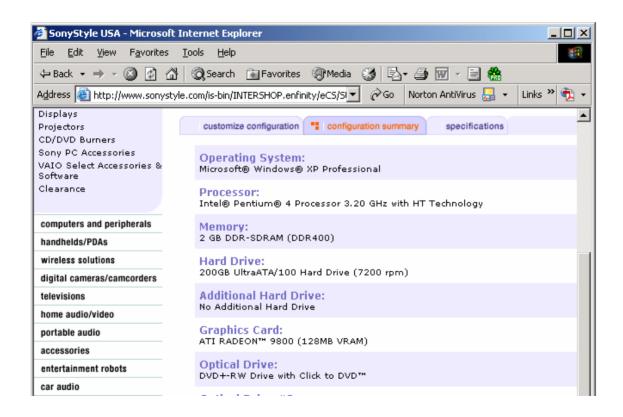
- request the ordered configuration from the warehouse
- print an invoice
- request the warehouse to ship the computer
  to the customer

- 1. The customer uses the manufacturer's online shopping web page to view the standard configuration of the chosen server, desktop or laptop. The price is also shown.
- 2. The customer chooses to view the details of the configuration, perhaps with the intention of buying it as is or to build a more suitable configuration. The price for each configuration can be computed on customer's request.
- **3.** The customer may choose to order a computer online or request a salesperson to contact them to explain details of the order, negotiate the price and so on before the order is actually placed.
- **4.** To place an order, the customer must fill in the online form with shipment and invoice address and payment details (credit card or cheque).
- **5.** After the customer's order has been entered into the system, the salesperson sends an electronic request to the warehouse with details of the configuration ordered.
- **6.** The details of the transaction, including the order number and the customer account number, are e-mailed to the customer so that they can check the status of the order online.
- **7.** The warehouse obtains the invoice from the salesperson and ships the computer to the customer.

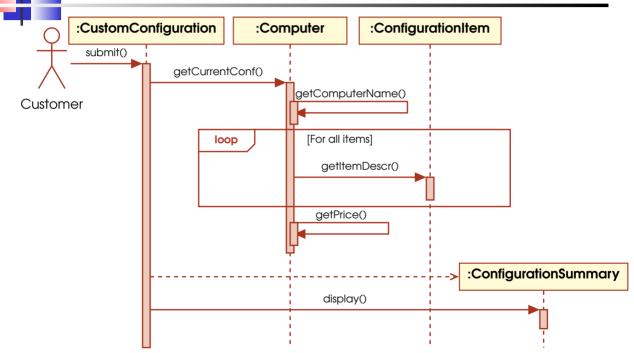
# **Interaction Modelling**

Display Current Configuration



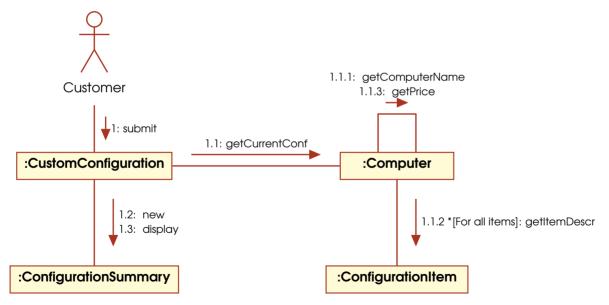


## Step 13: Sequence Diagram



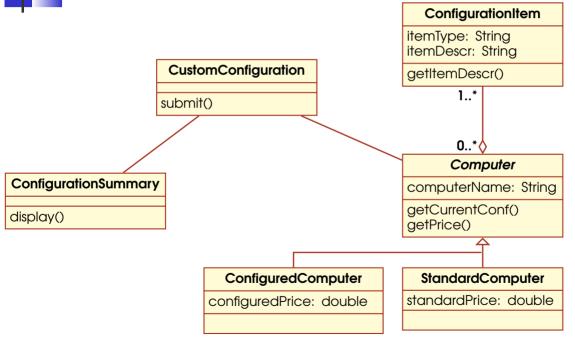


# Step 14: Communication Diagram





# Step 15: Operations





### Take Home Messages

- Use Case Modelling
- Activity Modelling
- Class Modelling
- Interaction Modelling