Customer

Terminology

A **Customer** is a type of Role that purchases goods and services. (Source: MEF Core Model)

A **Customer** is a person or organization that buys, or receives free of charge, a Service from a Service Provider or an Operator. A Customer can also be a Service Provider that resells Services, a Service Provider that leases resources for utilization by the Service Provider to offer Services, and so forth. (Source: TM Forum SID UML Model)

UML Class Definition

Customer is an abstract class, and specializes PartyRole. It represents a particular type of PartyRole that defines a set of people and/or organizations that buy Products. The Customer is financially responsible for purchasing a Product. (Source: MEF Core Model)

Example(s)

Example 1

A large Enterprise purchasing an E-Line service from a Service Provider.

Example 2

A Service Provider purchasing an E-Transit service from an Operator.

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