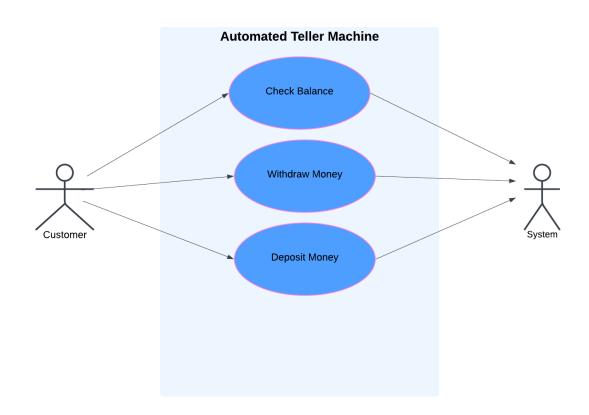
## Amadou Sarjo Jallow 619016

1.

## WITHDRAW\_MONEY Use Case Description: Main Flow

User Action	System Response
1. User types in PIN into main screen	1. System checks validity of PIN and
	presents options to user on another screen
	2. System presents withdrawable amounts
2. User selects "Withdraw Money"	or a field to enter the amount to withdraw
	on another screen
3. User either enters or selects the amount	3. System processes the transaction and if
among the options presented and presses	the transaction leaves the balance above
enter	the allowed minimum, the amount is
	dispatched, and a thank-you message is
	displayed on another screen.

2.



## 3. The Project Management Tracking System

Project

name: String
description: String
startDate: Date
endDate: Date
status: String
features: Set<Feature>

Project Manager

name: String
email: String
phone: String

reature

name: String
description: String
status: String
estimatedTime: Time
assignedTo: UUID

Release

version: String
status: String
releaseDate: Date
featuresIncluded: Set<Feature>

Developer

developerId: UUID
name: String
email: String
availability: String

## 4. Properties Management System

Landlord
landlordld: UUID
name: String
email: String
phone: String

Property

propertyld: UUID
rent: double
address: Adress

Adress

street: String
city: String
state: String
zipCode: int

Admin

adminId: UUID
name: String
email: String
phone: String

getTotalRent(): double
getProperties(): List<Property>

House lotSize: float

Condominium numberOfFloors: int

Trailer numberOfOccupants: int