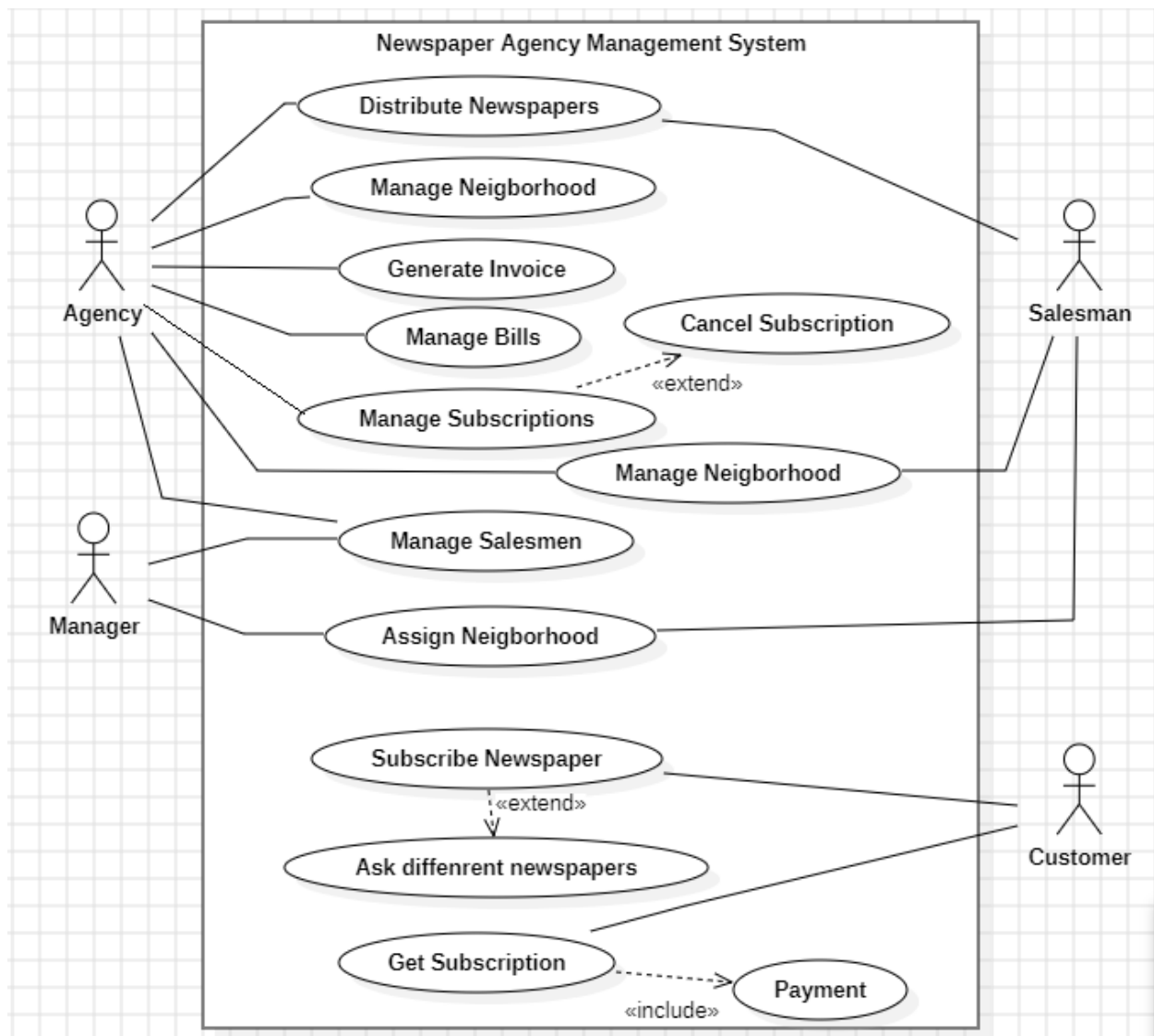


Second Assignment

Question 1

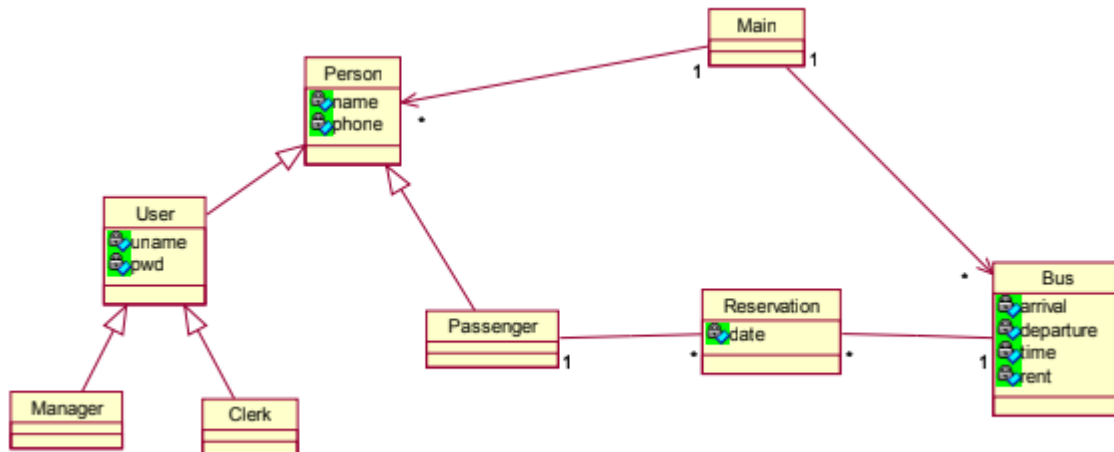
Give a use case diagram for the system given in the first assignment Use some tool such as Star-UML or Rational Rose.

Submit a pdf file



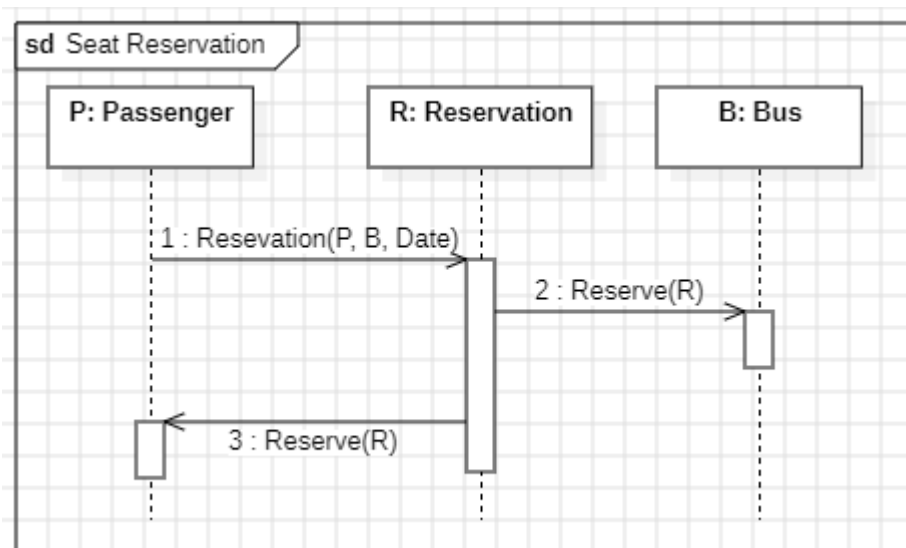
Question 2

Consider the following Bus information system:

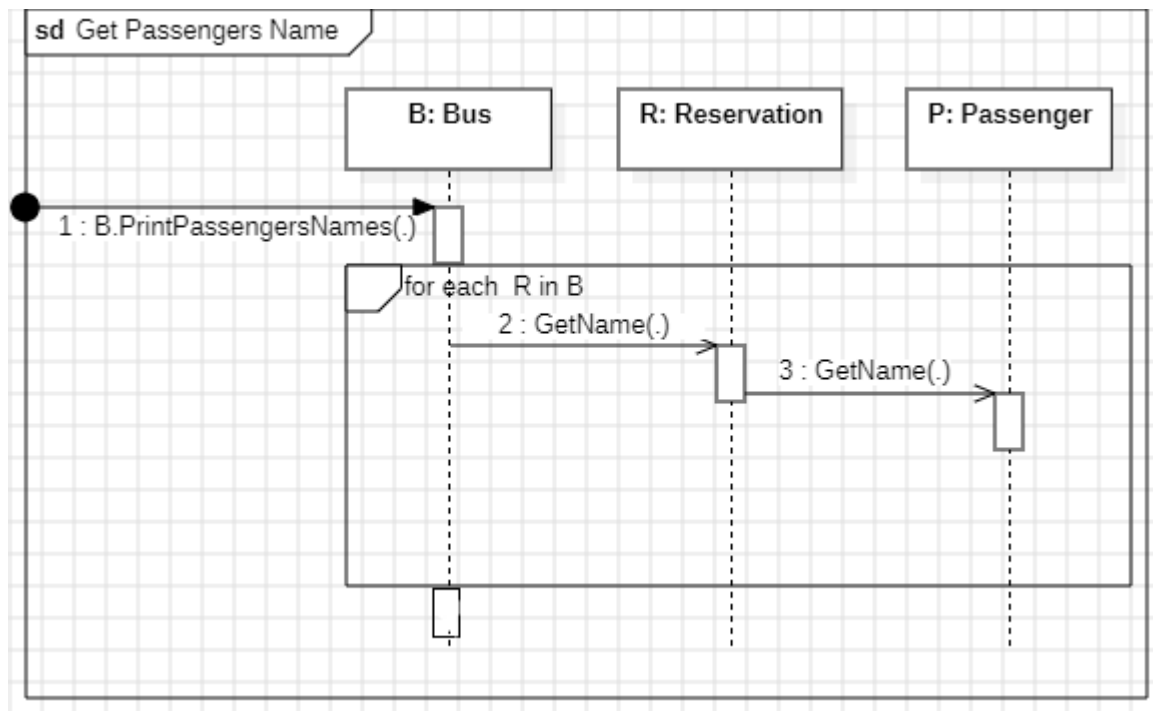


Now give a sequence diagram to

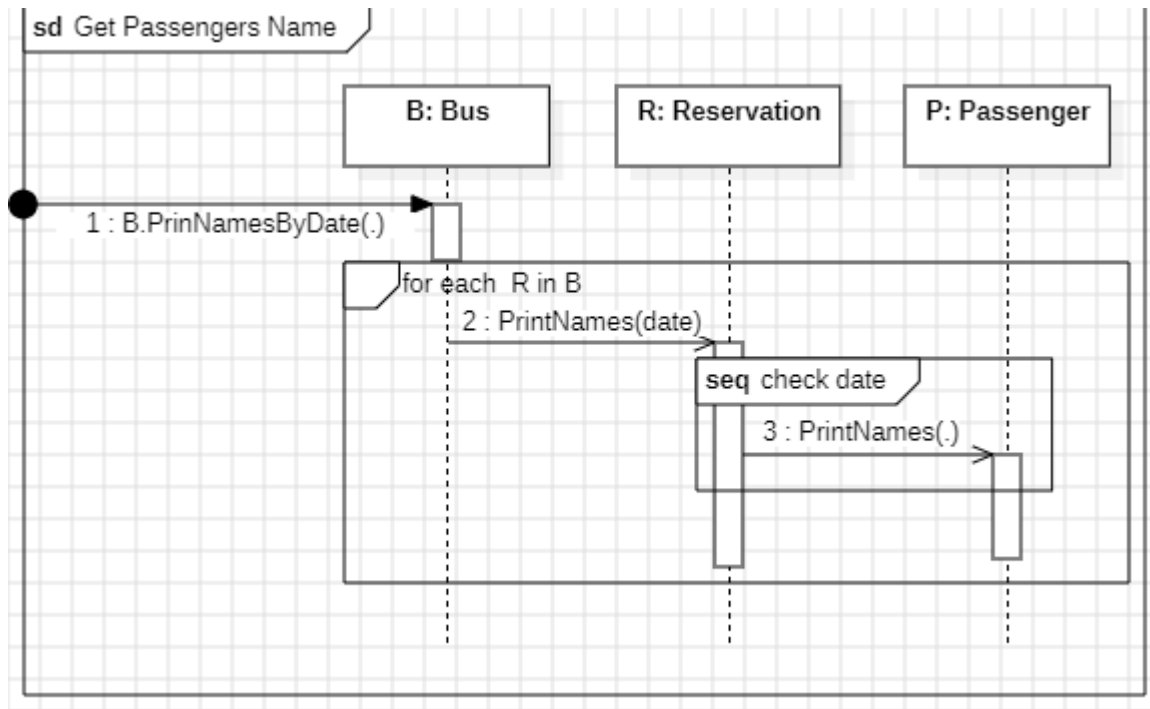
1. Reserve a seat for a passenger in a bus. Assume that the pointers to the passenger and bus objects are given



2. Get names of all the passengers of a given bus



3. Print names of all the passengers whose seats reserved on a given date



Question 3

Give a use case description for the following use case:

4. Withdraw cash from an ATM

Solution:

Identifier	Q3-04
Name	Withdraw Cash
Description	A bank customer withdraws cash from their bank account using an ATM.
Priority	High
Actor(s)	ATM, Customer
Pre-condition(s)	<ul style="list-style-type: none"> The bank customer must have a valid bank account. The ATM machine must be operational and connected to the bank's network. The bank customer should have a valid ATM card and PIN for authentication
Post-condition(s)	<ul style="list-style-type: none"> The customer's account balance is updated after

	cash withdrawal. <ul style="list-style-type: none">• The customer has received the requested cash.• A transaction record is generated and stored by the bank for both the customer and the bank's records.	
Dependencies	Existence of bank account	
Typical Course of Action		
S#	Actor Action	System Response
1	Customer selects "Withdraw Cash"	ATM prompts for the desired withdrawal amount
2	Customer enters withdrawal amount	ATM verifies the requested amount and counts cash
3		ATM provides the cash, card and a transaction receipt
4	Customer takes the cash, card and receipt	ATM displays a transaction confirmation screen
Alternate Course of Action		
S#	Actor Action	System Response
5	Customer enters more amount than his/her balance	ATM checks if the account has sufficient funds
6		"Out of cash" OR "low balance" is displayed

5. Heat food using a microwave oven

Solution:

Identifier	Q3-05
Name	Heat food
Description	A user heats or cooks food using a microwave oven
Priority	Medium
Actor(s)	User

Pre-condition(s)	<ul style="list-style-type: none">• The microwave oven is plugged in and functioning correctly• The user has access to the microwave oven and the food to be heated	
Post-condition(s)	<ul style="list-style-type: none">• The food is heated or cooked as per the user's settings	
Dependencies	None	
Typical Course of Action		
S#	Actor Action	System Response
1	User opens the microwave oven door	Microwave oven light turns on, and the cooking chamber is accessible
2	User places food item inside the oven and closes the door	
3	User sets a timer, heat level and press the start button	
4		Oven starts heating the food
5		Bell rings after the provided time
6	User collects the food from oven	