# **Use Case Document**

Use Case: Validate Client

ld: 1

## Description

A client will enter their data to validate them in the system.

Level: User Goal

**Primary Actor** 

Client

**Pre-Conditions** 

#### **Post Conditions**

# Success end condition

Present the available trading options and terminate the use case.

## Failure end condition:

The password is not valid, and the use case is restarted. If it happens three times the transaction is canceled, and the card is not returned.

## **Trigger**

Client inserts a card at the ATM.

Use Case: Withdraw Money

**Id**: 2

#### Description

A client will withdraw an amount of money according to their funds and the maximum ATM withdrawal amount.

Level: User Goal

**Primary Actor** 

Client

#### **Pre-Conditions**

Validate Client

#### **Post Conditions**

## Success end condition

Process the request and give the requested money and return the card.

## Failure end condition:

The requested amount exceeds the balance. The error is indicated, and the operation is canceled. The requested amount exceeds the daily limit. The error is indicated, and another quantity is requested again.

# Trigger

Customer selects the option to withdraw money.

**Use Case:** Deposit Money

**Id**: 3

#### Description

A client will deposit an amount of money and system validate if the amount deposit is the same that the money entered.

Level: User Goal

**Primary Actor** 

Client

**Pre-Conditions** 

Validate Client

#### **Post Conditions**

# Success end condition

Notify the user that the entry has been made and return the card.

## Failure end condition:

Notify the client that the amount does not match the money entered and allows the operation to be repeated from the beginning.

# Trigger

Customer selects the option to Deposit money.

**Use Case:** Make Transfer

**Id**: 4

#### Description

The client enters an amount and an account number to make the transfer, the system checks the client's funds to see if he has the money necessary for the transaction and validates if the account to be transferred is correct, if these conditions are met, the transfer.

Level: User Goal

**Primary Actor** 

Client

**Pre-Conditions** 

Validate Client

#### **Post Conditions**

#### Success end condition

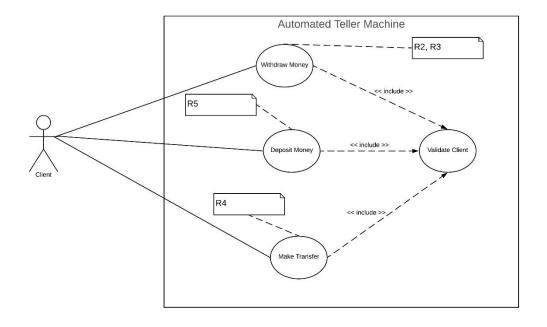
The client is informed that the operation was successful and return the card.

#### Failure end condition:

If there is not enough balance, it will be informed that it is not possible to carry out the operation. If any problem occurs with the deposit, it will be informed that it has not been carried out. If the client does not pick up the card, the ATM will swallow the card.

#### Trigger

Customer selects the option to transfer money.



R2. If the client tries to withdraw an amount that exceeds the balance of his account, the cashier will notify him that it is not possible to withdraw that amount.

R3 If the customer tries to get an amount that exceeds the daily limit, the cashier will notify you that it is not possible and will request an amount again

R4 The customer can make a transfer to another account.

R5 The customer can make an entry through the ATM.