Brendan Clarke

CS 255

08/12/2024

Module 6

The use case in the diagrams shows the process of a customer withdrawing money from a bank’s ATM. There are a few steps in place to achieve this, it first must have the customer input a pin, then it verifies the pin with the bank’s computers. Once it is verified it will ask a customer to input an amount they would like to withdraw. It verifies if that amount is present in the account, then will process the transaction and dispense the requested amount. There are a few points of traversal where the event sequence could end if certain clauses are not achieved. The first one is with the verification of the pin. If the pin is not validated as correct successfully, it will end the interaction and start it from the beginning. If the amount requested is not available, it prints a receipt with the available balance and ends the interaction. The only information being passed back and forth is the verification of achieving the pin input, the verification of requesting an available amount, the pin input, and the amount available in the account.

