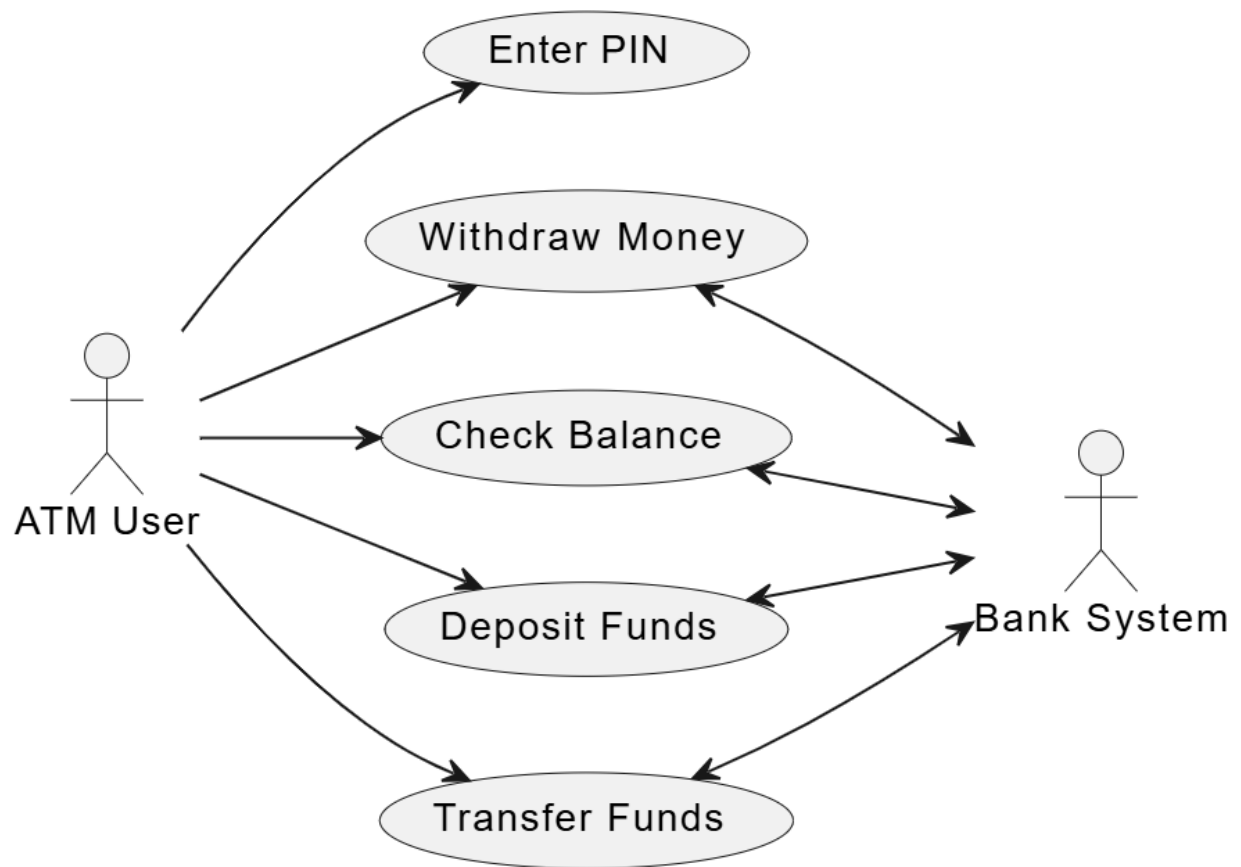


Lab 1

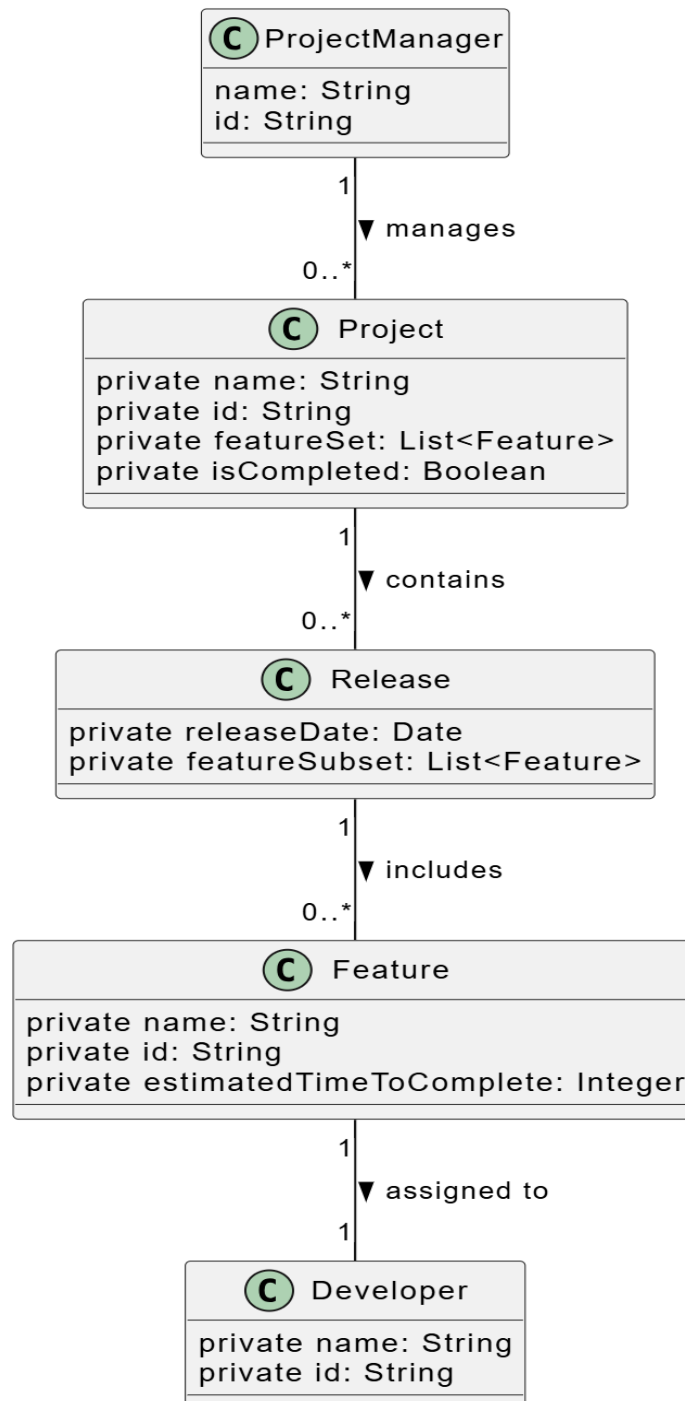
1: WITHDRAW MONEY Use Case Table (ATM System)

User Action	System Response
1. User types in PIN into main screen	1. System check validity of PIN and presents options to user on another screen
2. User selects "Withdraw Money" option	2. System displays list of accounts (e.g., checking, savings) to choose from
3. User selects account and enters withdrawal amount	3. System processes request, dispenses money, and updates account balance
4. User takes cash	4. System asks if the user wants a receipt
5. User selects receipt option (Yes/No)	5. System prints receipt (if selected) and displays "Thank you" message

2: Use Case Diagram for ATM System



3: Class Diagram for Project Management Tracking System



4: Class Diagram for Properties Management System

