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**Lab 1**

**1: WITHDRAW\_MONEY Use Case Table (ATM System)**

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| --- | --- |
| 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**

A diagram of a bank

AI-generated content may be incorrect.

**3: Class Diagram for Project Management Tracking System**

A screenshot of a computer screen

AI-generated content may be incorrect.

**A screenshot of a computer program

AI-generated content may be incorrect.4: Class Diagram for Properties Management System**