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Cs-255

Module 6

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Interpreting UML Diagrams

Within the ATM UML diagrams, the use case of withdrawing money is being described. This use case involves the user interacting with the ATM, providing the correct pin, entering an amount to withdrawal and receiving funds. The card provides account information to the system, then the system verifies with the database to ensure the pin entered is valid to provide access to the account and then processing user input for the withdrawal amount. This is a user-initiated use case as without user input the atm will simply idle and wait for someone to interact with it.

Currently there are deficiencies with the way the system is currently being modelled. Within the Sequence Diagram it neglects the fact that the ATM needs to communicate with the Bank database to ensure the users account balance is sufficient to dispense the amount they are requesting. Secondly, The UML activity diagram ends the process if the incorrect pin is inputted, usually the industry security standard is 3 attempts before locking out. The ATM closing out the session after a single incorrect pin or after money is dispensed would create a negative user experience as it would require the customer to go through the entire process instead of providing them an option to do another transaction.

