Use Case Scenarios

ATM

Withdraw Cash Scenario

Interacting Persona: Jane is a student needing cash for a quick coffee and snack.

Flow of Activity:

1. Jane approaches the ATM and inserts her bank card
2. The system prompts Jane for her PIN
3. Jane enters her PIN
4. The system confirms the PIN entered and prompts for a desired transaction
5. Jane indicates she would like to Withdraw
6. The system prompts for the account to debit
7. Jane indicates to use her checking account
8. The system prompts for an amount to withdraw from her checking account
9. Jane enters $20
10. The system confirms her account balance as sufficient and dispenses $20
11. Jane removes the dispensed cash
12. The system prints a receipt
13. Jane removes the receipt
14. The system prompts for another transaction
15. Jane declines
16. The system dispenses her bank card
17. Jane removes the card
18. The system displays a Welcome message and instruction

Variations:

- Jane does not have sufficient funds
- The ATM does not have sufficient cash
- The receipt printer is out of paper
- The bank card cannot be read
- Jane's friend offers to treat, so Jane cancels the transaction

Assumptions:

- APIs for the various hardware components (printer, card reader, cash dispenser, etc.)
- I/O mechanism (LCD screen, buttons, keypad, etc.)
- API for communicating with actual bank (PIN, account funds, etc.)

Risks:

- Gaining sufficient experience with various APIs