

Design Requirements

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R1: Each user has a single account at the bank that they can access by inserting their card into the ATM.

R2: The main components of the ATM system that facilitate interactions between the user and the machine are listed below:

Card reader: To read the user's ATM card

Keypad: To enter information such as the user's PIN

Screen: To display messages to the user, such as prompts or error messages

Cash dispenser: To dispense cash to the user

Printer: To print receipts for the user

Network infrastructure: To connect with the bank's computer system in order to access account information and complete transactions

R3: The ATM system must authenticate the user based on the PIN they enter to ensure that only authorized users can access their accounts.

R4: All transactions are possible after the successful authentication of the ATM card.

R5: The user can have two types of accounts: checking and saving, and can perform the following operations on the ATM:

Balance inquiry

Cash withdrawal

Funds/money transfer

R6: At the end of a transaction, the user has the option to either start another transaction or end the session.

Components of ATM System

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User:

- Data: ATM Card
- Data: Bank Account

ATM Card:

- Data: card number
- Data: cardholder name
- Data: card expiration date
- Data: card pin/password

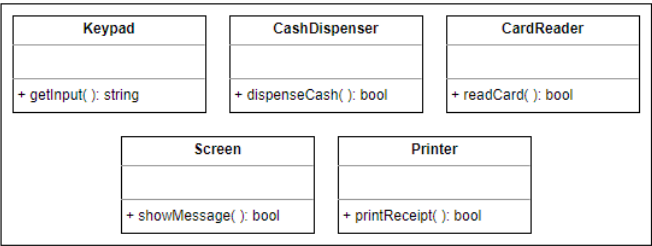
Bank Account:

- Data: account number
- Data: routing number
- Data: balance
- Data: withdraw limit
- Method: get remaining balance

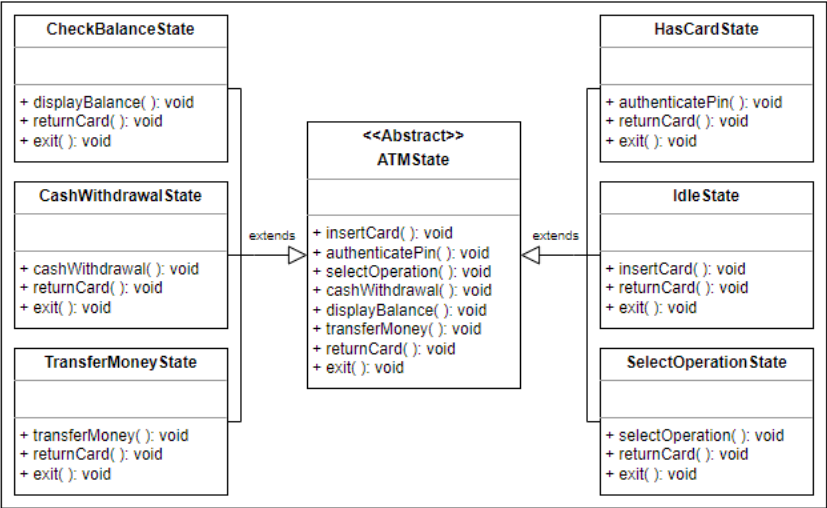
Bank:

- Data: name
- Data: code
- Method: add ATM
- Method: remove ATM

Card reader, cash dispenser, keypad, screen, printer



ATM State:



Components of ATM System

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ATM:

- Data: ATM object
- Data: current state
- Data: all available balance
- Data: number of 100, 50, 20 bills
- Method: display current state
- Method: initialize ATM

Entire System:

