



## **Assignment-2**

**Course Title** : System Analysis & Design  
**Course Code** : CSE-325  
**Task Name** : Report of ATM activity diagram

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## 1. Introduction:

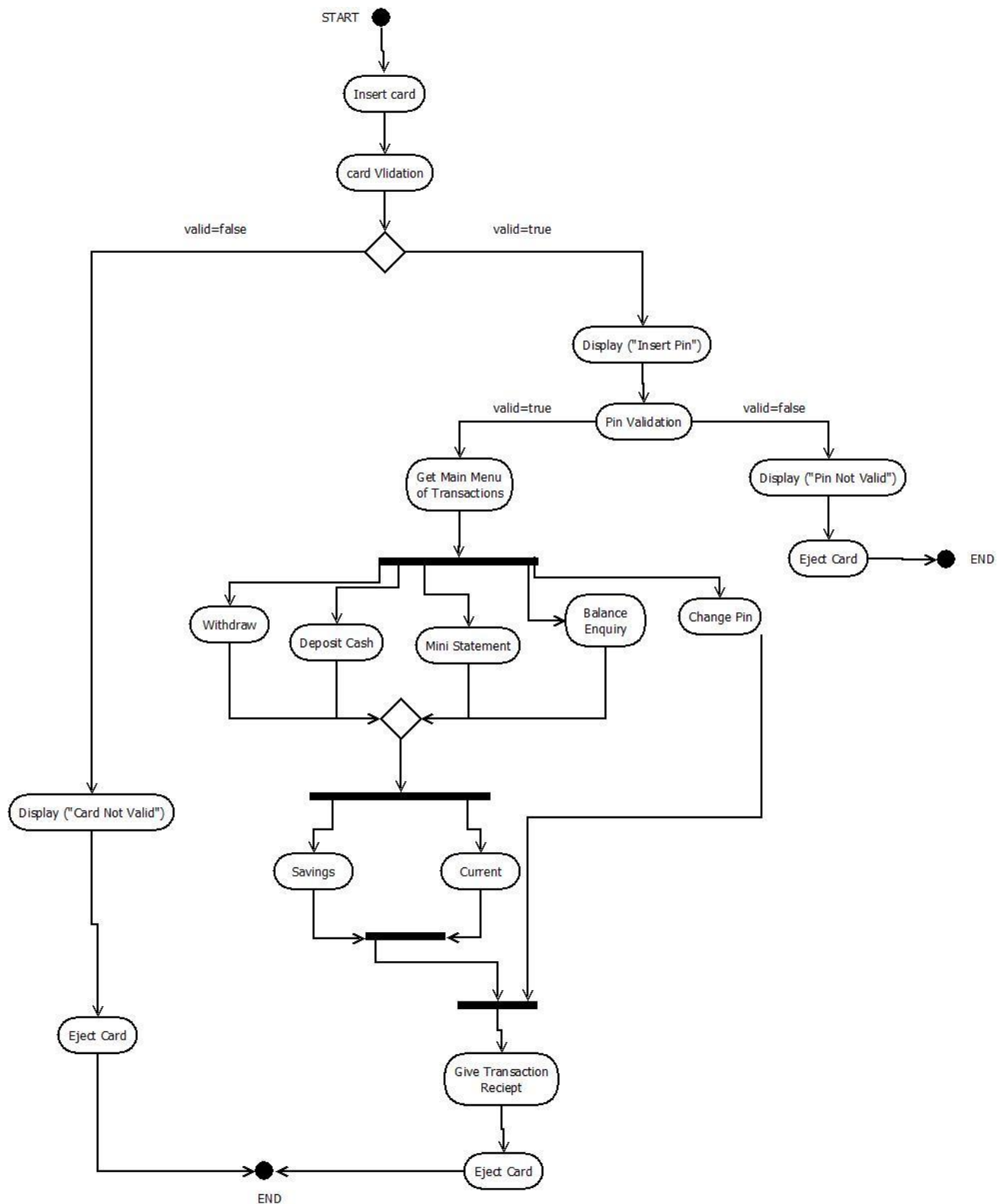
Automated Teller Machine enables the clients of a bank to have access to their account without going to the bank. This is achieved only by development the application using online concepts. When the product is implemented, the user who uses this product will be able to see all the information and services provided by the ATM, when he enters the necessary option and arguments. The product also provides services like request for cheques, deposit cash and other advanced requirement of the user. The data is stored in the database and is retrieved whenever necessary. The implementation needs ATM machine hardware to operate or similar simulated conditions can also be used to successfully use the developed product.

## 2. Flow chart of Cash Withdrawal Activity:

The algorithm or flow of operation is as listed in 1-10. Figure 3.1, shows the activity diagram for ATMs for cash withdrawal a case activity

1. Insert your ATM card
2. The system asks your PIN number
3. The system authenticates your PIN number
4. The system displays the type of transactions on the screen
5. Choose the transaction to be performed
6. System ask if you wish to print the receipt of your transaction
7. Click Yes (if you want receipt), and No (if you don't want receipt)
8. After completion of transaction, system ask whether you want to perform another transaction
9. If YES step 1-7 will be repeated, if NO, the machine will eject your card, and then prompt the user to remove his/her card.
10. After completion of every transaction the machine prints the receipt of transaction if YES to question 6, otherwise no receipt.

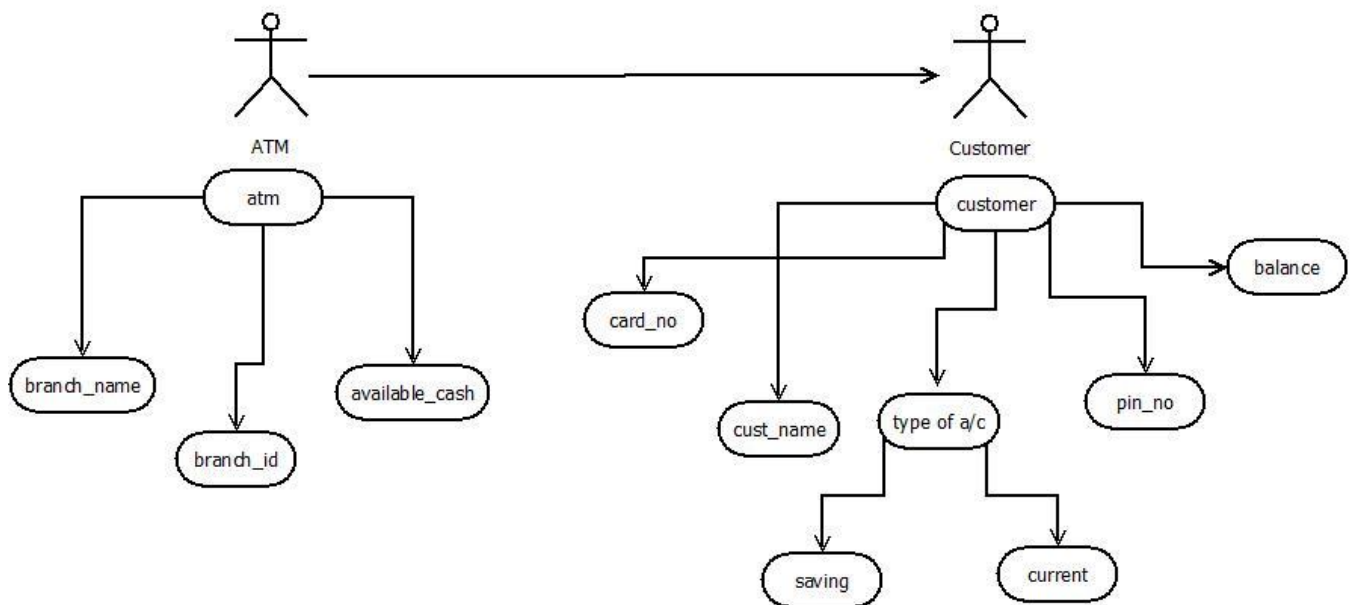
### 3.1. ATM Activity diagram:



### 3.2. ATM Use case diagram:

Use Case Diagram: Use case diagrams describe the functionality of a system and users of the system. They contain the following elements:

1. Actors, which represent users of a system, including human users and other systems
2. Use cases, which represent functionality or services provided by a system to users Here, is a use case diagram for the ATM System.



### 3.3. ATM Class diagram:

**Class Diagram:** - Class diagrams describe the static structure of a system, or how it is structured rather than how it behaves.

These diagrams contain the following elements:

1. Classes, which represent entities with common characteristics or features. These features include attributes, operations, and associations.
2. Associations, which represent relationships that relate two or more other classes where the relationships have common characteristics or features. These features include attributes and operations.

