Experiment-4

Draw a UML diagram for ATM System using CASE tool. The banking system allows a customer to access the financial transactions by ATM System, it has a step-by-step process describe the work of this process and elaborate the what are the work can do by customer, banking system, administrator and technicians with the ATM system.

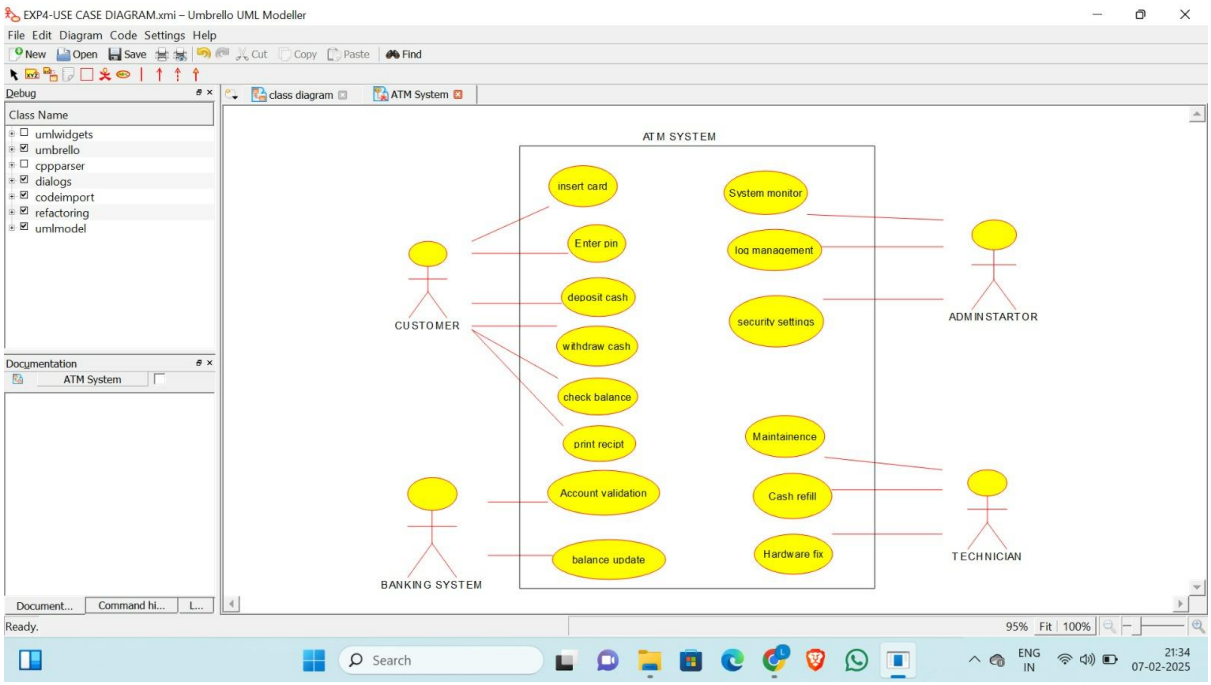
Aim

To design a UML diagram for an **ATM System** using a **CASE tool**, representing interactions between customers, the banking system, administrators, and technicians.

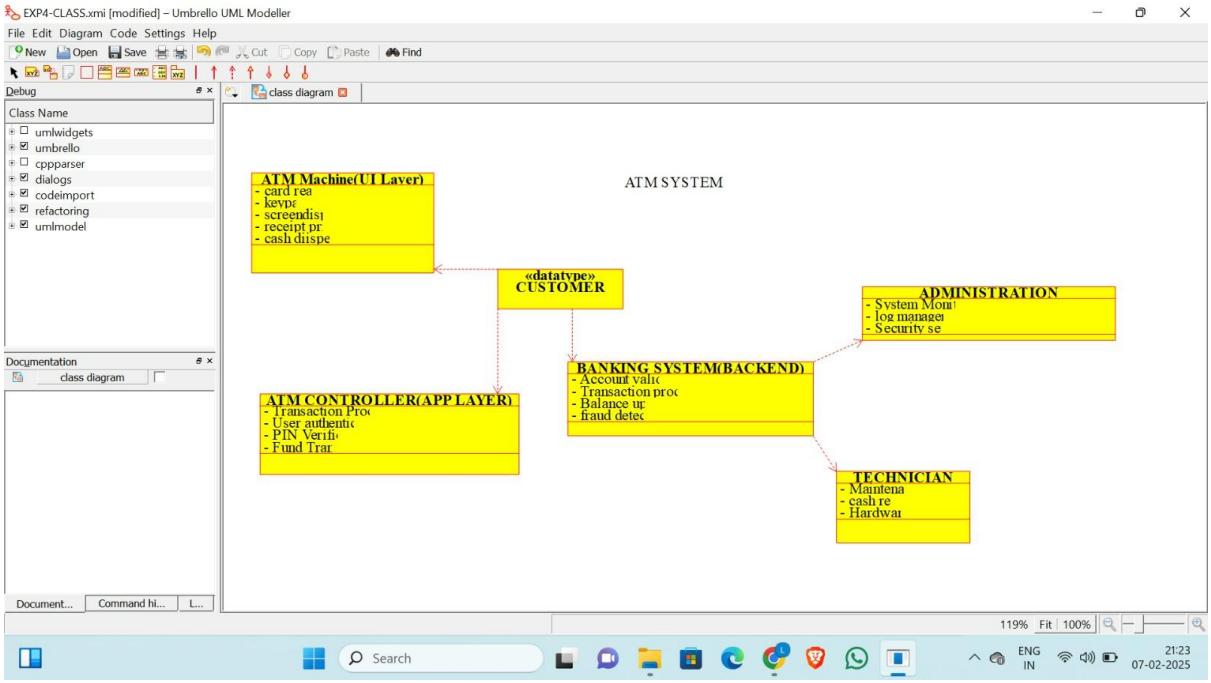
Procedure:

1. Identify key actors: Customer, Banking System, Administrator, and Technician.
2. Define functionalities such as cash withdrawal, balance inquiry, fund transfer, deposit, and PIN change.
3. Establish relationships between actors and use cases, showing their interactions.
4. Include administrator actions like system maintenance and cash refilling.
5. Validate the diagram to ensure it correctly represents ATM functionalities.

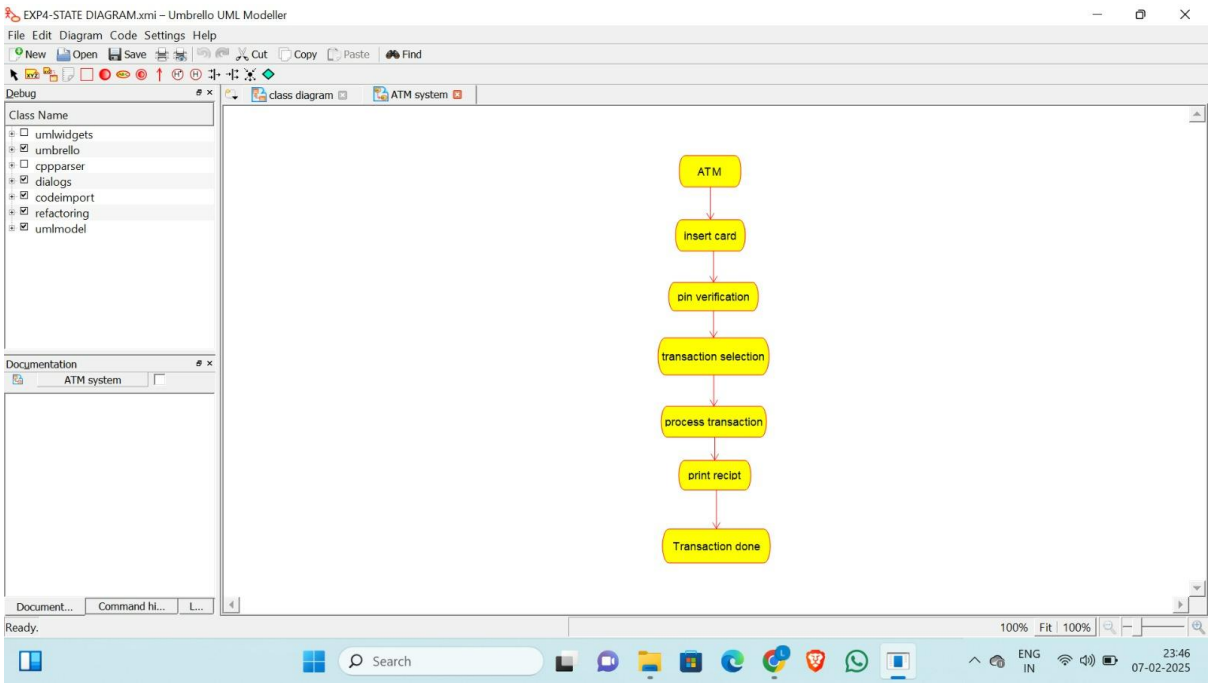
USECASE DIAGRAM



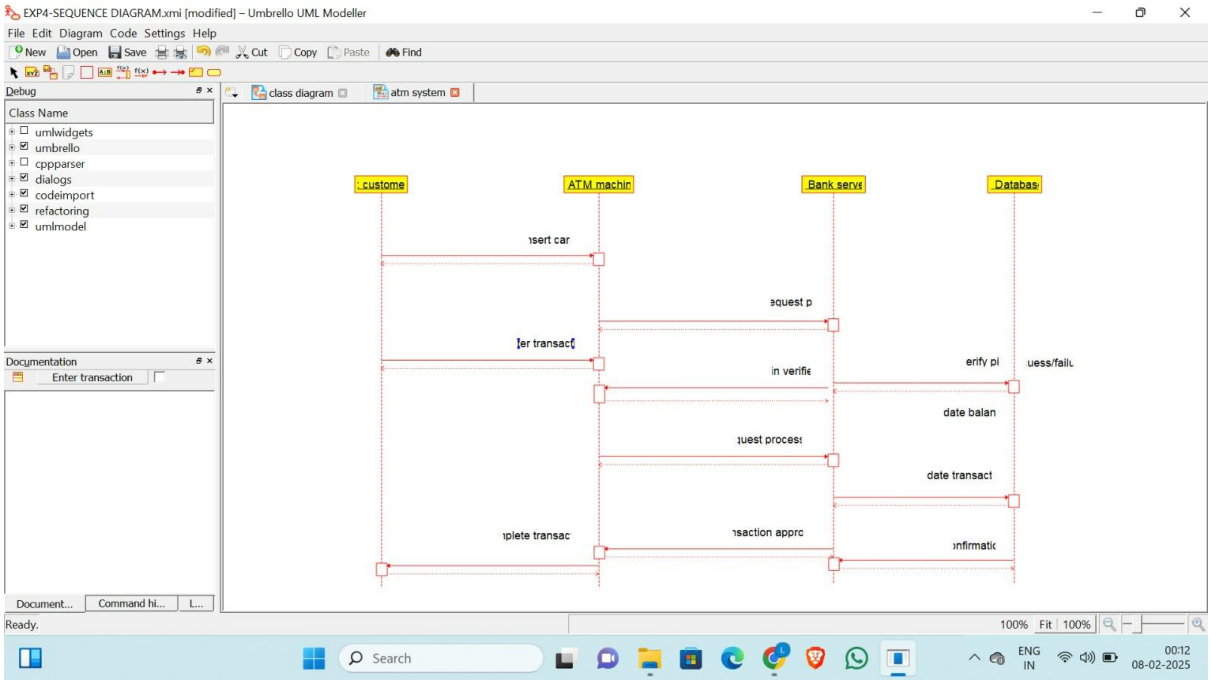
CLASS DIAGRAM



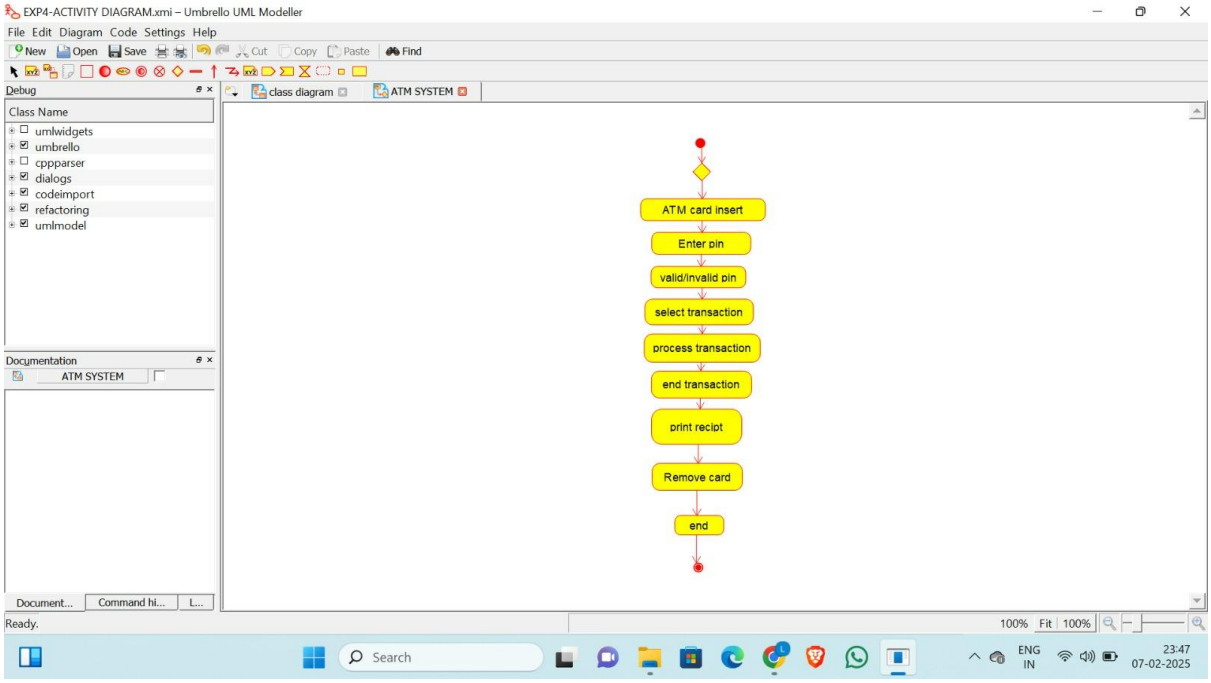
STATE DIAGRAM



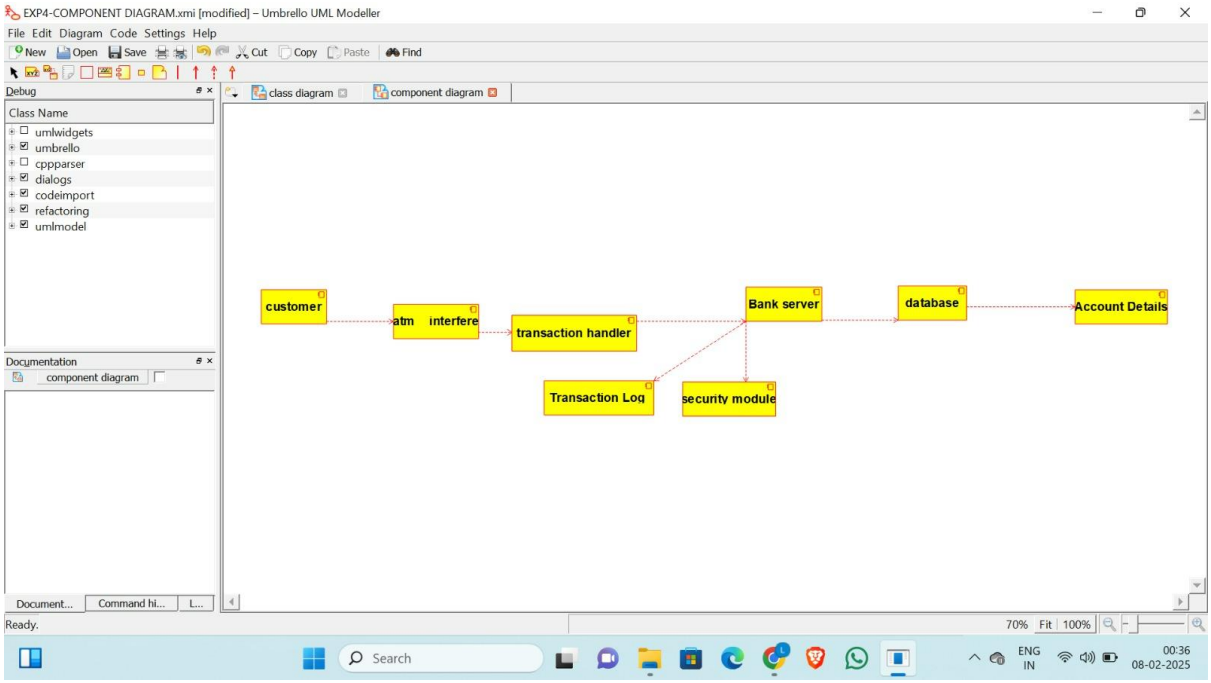
SEQUENCE DIAGRAM



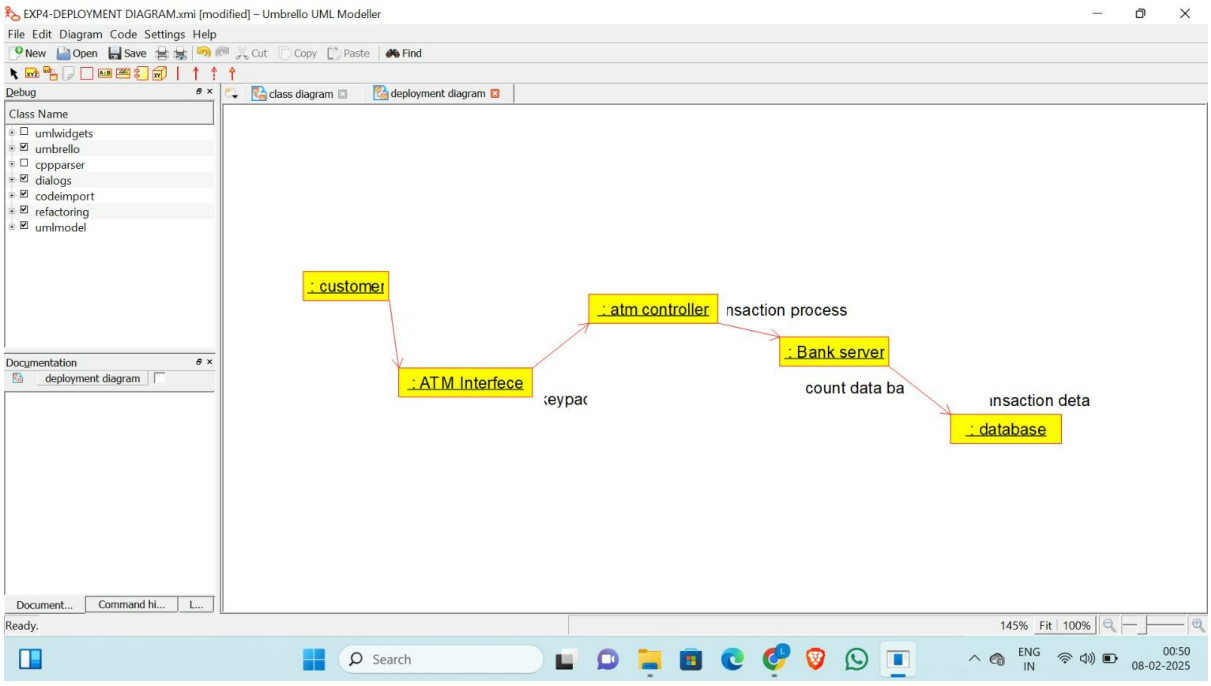
ACTIVITY DIAGRAM



COMPONENT DIAGRAM



DEPLOYMENT DIAGRAM



Result:

A UML diagram for the ATM System has been successfully created, illustrating the roles of customers, the banking system, administrators, and technicians in performing and managing ATM transactions**.**