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SNHU

CS-255

The same activity is represented in both the UML Activity Diagram and the UML sequence Diagram. The activity diagram starts with a user verifying the pin, if the pin is wrong the sequence is broken and the program ends. If the pin is correct the ATM asks for an amount, if the amount requested is not available, a receipt is generated, then printed and the program ends. If the requested amount is available, the cash requested will be dispensed. Following this action, a receipt will be generated and printed, the program will end after this.

For the sequence diagram the same actions are taking place in the activity diagram however they are displayed differently. There is one external object (user) and two internal objects (ATM, Bank). The user performs actions such as entering the card, PIN, and amount. While the ATM asks for the PIN, clarifies the PIN with the Bank, asks for an amount from the user and Dispenses cash. The bank validates the PIN from the ATM.

Two logical functions of the current design would be if the user had more than one account, a savings and checking. The user has no way of selecting what account they wish to view and make changes to. There is no way for the user to decide if they want to deposit money or withdraw money the current program just assumes you have one account and all you do is withdraw money from it.

Diagram, schematic

Description automatically generated