

5

Develop a software model using UML diagram for designing a ATM case study.

2] Activity Diagram:

Customer

ATM machine

Bank

Insert ATM card

Validate ATM card

Invalid

Eject card

Valid

Take card

Enter PIN

Authenticate PIN

Valid PIN

Invalid PIN

Enter Amount

Check Balance

Balance  $\geq$  Amount

Take Money from slot

Debit Amount

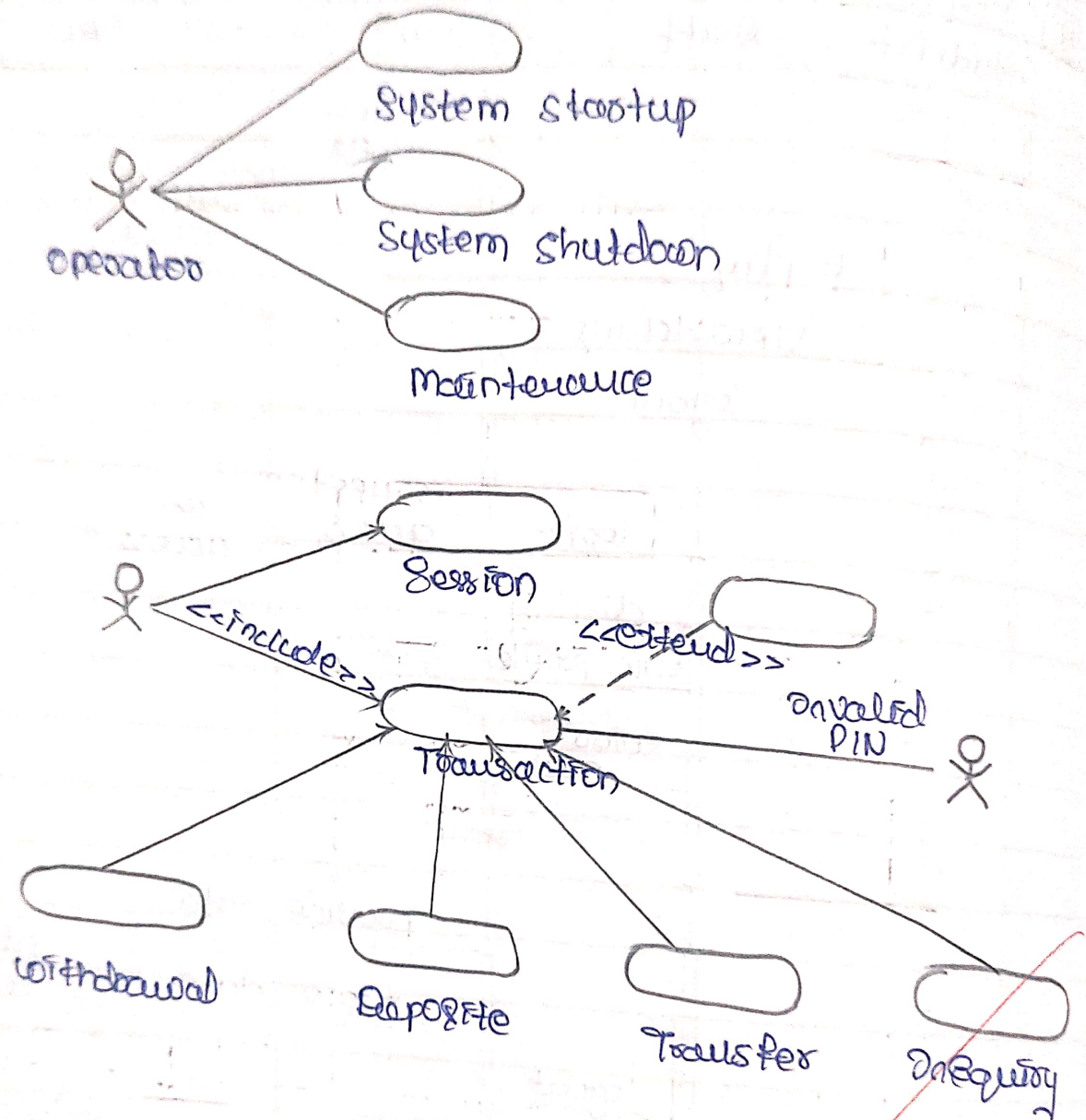
Balance  $<$  Amount

Take card

Show Balance

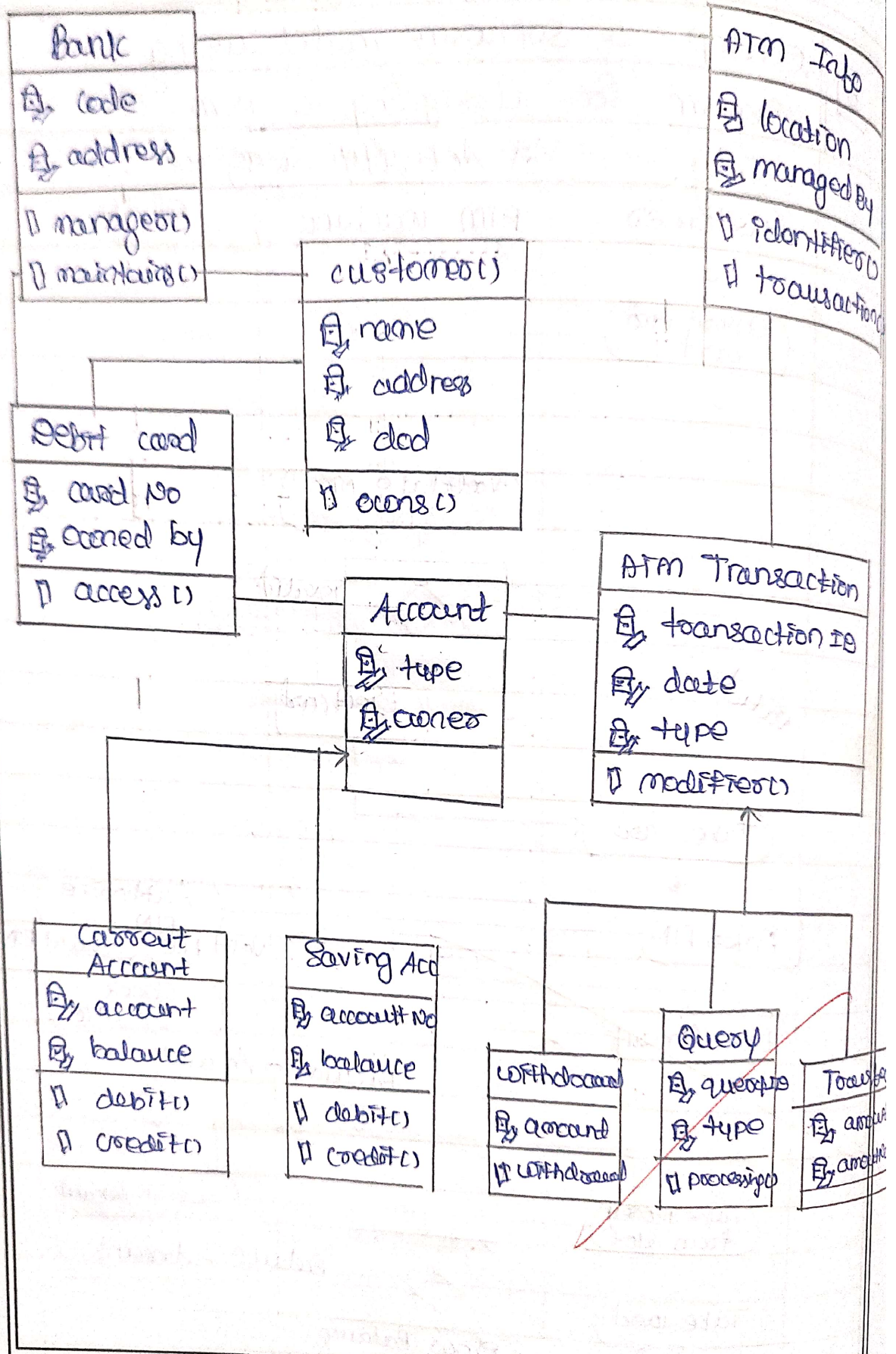
Eject card

## 01 use case diagram:





### 3] class Diagram:



04

## Sequence Diagram:

Customer

ATM

Account

1: Insert card

2: Request PIN

3: PIN Entered

4: Verify PIN

6: Request option

5: PIN ok

7: Option

10: process Transaction

8: Request amount

9: Amount entered

12: Dispense cash

11: Transaction successful

13: Request Take

14: Take cash

15: Request

Continuation

16: Terminate

17: print Request.



## OS State Diagram:-

