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* System represents the ATM backend/database that the bank controls.
** SSD is based on AO2's Main Success Scenario and streamlining it to have the diagram fit only deposit cases. (EX: Step 10-11 prompts the user to select deposit, withdraw, or transfer. Here we simply assume a deposit, so this step(s) is skipped for a more concise diagram.

Deposit Use Case System Sequence Diagram

:Customer   :ATM GUI   :System

Transaction Display/Prompts

Presents/Inserts Debit Card

Request User Information

Send User Information

Display request for 4-digit pin

Enters 4-digit pin

Request Account Information

Send Account Information

Prompts customer to receive card

Receives card

Displays screen to pick checking/savings acc's

Picks Account

Displays account funds, opens receiving station for deposit, and warns user about cash deposits > $5000

Loop for x times until locking user out.

Inserts check or cash to be deposited

Requests an amount to be added to the current account info

If cash and is > $5000, send notice

Displays prompt notifying user for cash only < $5000

(Condition to break out of loop) If check or cash < $5000, send updated account info. Sets withdrawal timer.

Displays updated account funds and if applicable, picture of check. Notifies customer of 72-hour withdrawal cooldown.

Confirms correct amount

Send confirmation for amount addition.

Prompts customer for additional transaction, if required.

Loops to beginning as long as another transaction is requested.

Confirms no additional transaction

Requests transaction summary

Sends transaction summary

Prints receipt detailing transaction(s) summary

Displays closing screen