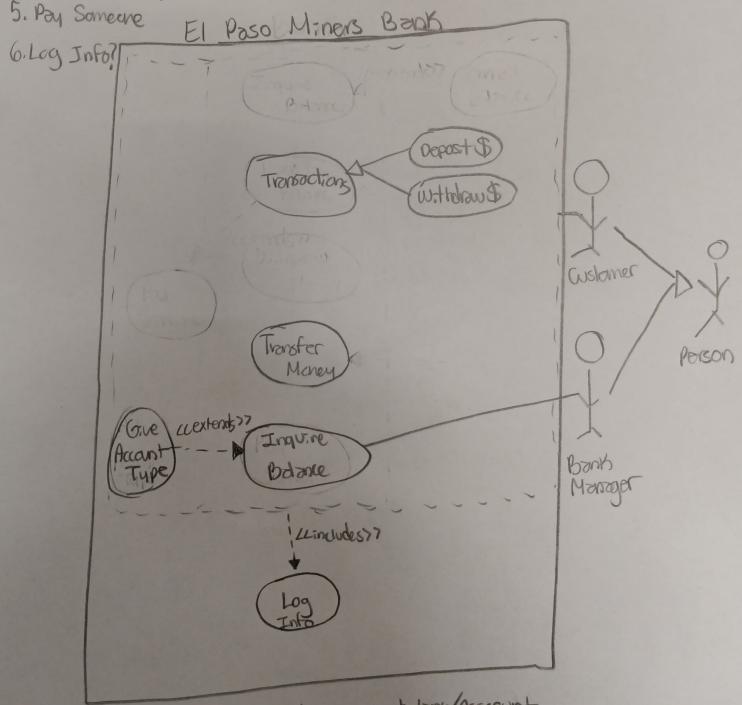
Actors: 1. Bank Manager: can inquire any account Baninger. UML Use Cose D: ogram 7. Customer: transactions, inquire 3. Person: Generalization of Bank Manager & Customer (both can inquire & are people) Use Coses: 1. Inquire about a balance 2. Deposit Money 3. Withdraw Money & Transactions 4. Transfer Money.

5. Pay Someone



* person optionally gives occarnt type to inquire balance/Account

Owithdraw Money (customer withdraws money from their account) USE Case · Actors: Customer, · Pre-conditions: Customer inquires about their account to see if they have enough money

· Trigger-condition: Customer tells system they want to withdraw money

· Flow of Events:

1. Customer requests to make a transaction on their account

2. System asks which Kind of transaction

3. Customer picks withdraw money and chooses amount to withdraw

4. System checks if its a valid amount and it approves the transaction

5. The transaction is logged and austraner has withdrawn money.

@ Inquire Balance (Bank Manager inquires about a custamer's account)

· Actors: Bonh Monager

Pre-condition: System asks & confirms the user 3 a Bank Manager

· Trigger-condition: Bank Manager tells system they want to inquire about an account

· Flow of Events:

1. System asks roank Manager the method of inquiring (by name or by type/number).

2. The Bank Managor Chooses type/number

3. System asks which account the Bank Manager wants to inquire about.

4. Bank Manager puts an accounts type and number

5. System 1:813 account information.