

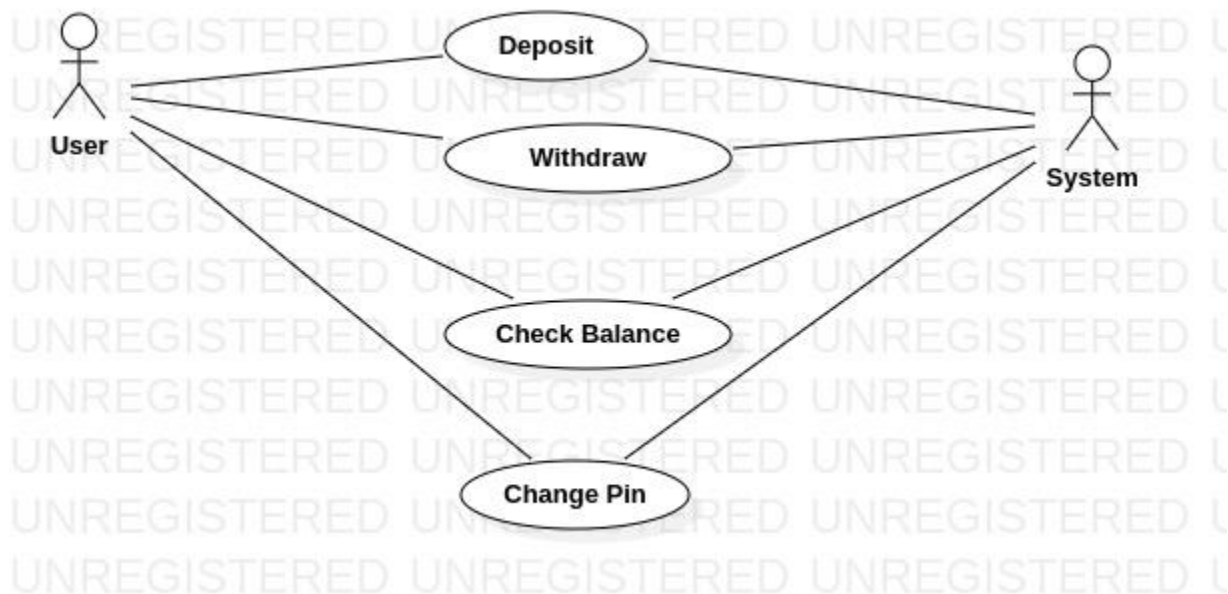
## Lab 1

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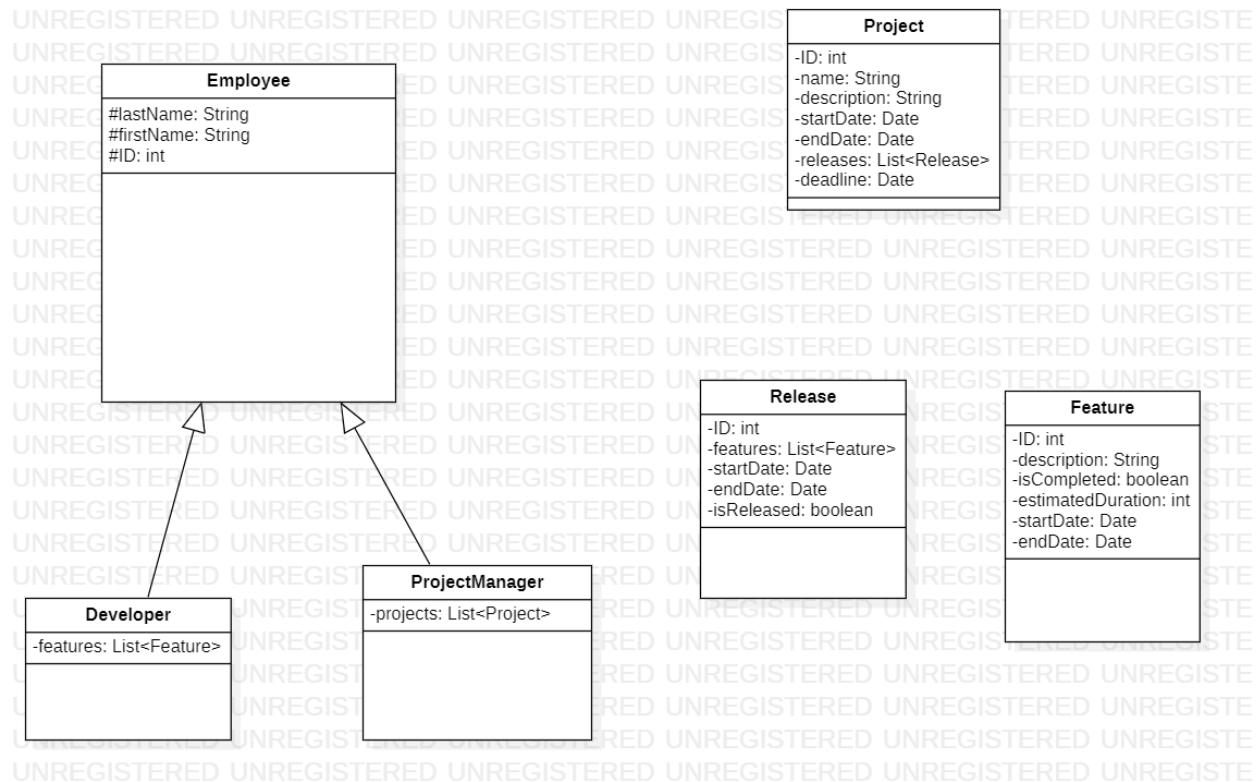
### WITHDRAW\_MONEY Use Case Description: Main Flow

User Action	System Response
1. User types in PIN into main screen	1. System checks validity of PIN and presents options to user on another screen
2. User chooses "withdraw"	System shows user the withdrawal screen
3. User enters the required amount	3. System checks if the required amount is less than or equal to the balance, dispenses the money and prints the receipt.

2. Create a Use Case Diagram for the ATM system (refer to the slides for the three use cases that you will use). There should be two actors in your diagram.



3. **The Project Management Tracking System.** The following is a problem statement for building a simple project management tool. The tool would be used by a Project Manager (who would be an Actor in relation to this system), and we can assume that the final system will have a user interface which would be used by the Project Manager. Use the techniques discussed in class to create a static model – identify the classes for this system and determine the attributes that belong to each class. We will develop this example further in Lab 2. For this lab, you do not need to specify associations or operations.



4. **Properties Management System.** The following is a problem statement for a simple properties management system, which would be used by a manager of multiple properties. Use the techniques discussed in class to create a static model – identify the classes for this system and determine the attributes that belong to each class. We will develop this example further later on – for this lab, you do not need to specify associations or operations.

