**Model of the system’s functional requirements**

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The object recognition system can be performed by looking for noun system domain description and requirement description. By analysis, the entire system including the account database, bank depositors and ATM system, these are the candidate object diagram. Methods to determine whether should create classes for these candidates are: whether there are related the object identity and behavior?

The classes included in the system are as follows:

**<1>Boundary class:**

(1) CcardReader

A) function:

1. Tell the ATM when to insert the card

2. The receiving card

3. Read the card

4. Keep card

B) collaborators:

1. The ATM

2. The Session

3. The Card

(2) CcashDispenser

A) function:

No cash transactions

Keep plenty of cash available.

3. Initial amount of cash

B) collaborators:

I. Clog

Ii. CTransaction

(3) the CCustomerConsole

A) function:

1. Display message

2. Display menu and accept selection

3. Read the password

4. Receiving cash

5. Display dialog box to receive user action

B) collaborators:

1. CTransaction

2. CSession

2, CKeyboard

A) function:

Read the operation from the keyboard

B) collaborators:

CCustomerConsole

3, CScreen

A) function:

Displays the interface and characters

B) collaborators:

CCustomerConsole

4, CCashReceiver

A) function:

Receive cash from users

B) collaborators:

Clog

5, Cbank

A) function:

1. Contact the bank

Send information to the bank

3. Receiving bank information

4. Close the link with the bank

B) collaborators:

1. The Clog

2. CSession 3. Cmessage

6, CoperatorPannel

A) function:

1. Notify the ATM system to be closed

2. Inform the ATM system to be opened

3. Notify the counting machine to initialize cash

B) collaborators:

1. The CATM

2. CCashDispenser

7, Cprinter

A) function:

Print the receipt

B) collaborators:

1. The CATM

2. CTransaction

3. The Clog

4. CReceipt

**<2>Entity class:**

1, Clog

A) function:

1.Write log message from bank

2.Write log message from cardreader

3.Write log message from session

4.. Write log message from Transaction

B) Collaborations:

1. CBank

2. CCardreader

3. CTransaction

2, Cmessage

A) function:

Keep the information sent to the bank server

B) Collorations:

1. CBank

2. CTransaction

3, Creceipt

A) function:

Keep the printed information

B) collaborators:

Cprinter

4, CCard

A) function:

Keep information in your bank card

B) collaborators:

1. CCardReader

2. CSession

5, CAccount

A) function:

Retention of balance information

B) collaborators:

CQueryAccount

**<3>Control categories:**

1, CSession

A) function:

1. Executive session

2. Do not perform invalid passwords

3. Allows customers to select trades

Start trading

B) collaborators:

1. The CATM

2. CTransaction

3. CCustomerConsole

4. The Clog

2, CTransaction

A) function:

Perform transfer

B) collaborators:

1. CCustomerConsole

2. The Clog

3. CBank

4. Cprinter

5. CWithDraw

6. CDeposit

7. CWithDraw

8. CTransfer

9. CInquery

10. CChangePIN

3, CATM

A) function:

1. Open the switch when starting

Switch off when closed

3. When starting a new session, it is inserted by the customer card

B) collaborators:

1. OperatorPanel

2. CashDispenser

3. NetworkToBank

4. CustomerConsole

5. The Session

4, CWithDraw

A) function:

Perform a withdrawal operation

B) collaborators:

CTransaction

5, CTransfer

A) function:

Transfer service

B) collaborators:

CTransaction

6, CDposit

A) function:

Deposit operation

B) collaborators:

CTransaction

7, CChangePIN

A) function:

Perform the password manipulation

B) collaborators:

CTransaction

1. Cinquery.

A) function:

Perform query operation

B) Collaborations:

The Transaction

**<4>Other classes:**

CTimer

A) function:

Keep time updated

B) collaborators:

Clog