

# UML SEQUENCE DIAGRAM

## In-Class Activity

Full Names of Team Members: \_\_\_\_\_

Develop a UML sequence diagram for the withdrawal use case of an ATM.

- This is intended to be a companion to the sequence diagram for the Session Use Case shown in the Software Design Patterns Guidebook.
- Your diagram can assume that the customer has already been authenticated as in the Session Use Case.
- Feel free to add classes other than those shown in the guidebook as you see fit
- This is to be a first cut, analysis-level diagram. Your diagram only needs to address the actions directly noted in the use case.
- Show your group's hand-drawn diagram to Professor Strenn before going to the lab to individually create the Visual Paradigm diagram.

### Withdrawal Transaction Use Case

1. The ATM displays a withdrawal screen that allows the customer to choose a type of account to withdraw from (e.g. checking) from a menu of possible accounts, and to set a dollar amount from a menu of possible amounts.
2. The system verifies that it has sufficient money on hand to satisfy the request before sending the transaction to the bank. (If not, the customer is informed and asked to enter a different amount.)
3. If the transaction is approved by the bank, the appropriate amount of cash is dispensed by the machine before it issues a receipt. The dispensing of cash is also recorded in the ATM's log.

