LI Software Engineering and Professional Practice and Building Usable Software (34257, 34208, 34258, 34210, 34206, 36987)

Unit 3: System Modelling and UML Introduction

October 17, 2022

1 Activity

Read the description of the **SmartBank** system below.

It is an online banking system that allows the customer to perform all the available actions through an ATM screen. The system can also be accessed by bank staff to perform the actions through cashiers. The system should provide basic operations such as deposit money, withdraw money, transfer money and agree to make loans to their customers. The bank cashiers can create new bank accounts to customers, search for customers' accounts, update/view customer personal details and close customer's bank account.

Based on the SmartBank system from week 3, perform more modelling tasks. Make your own assumptions where appropriate and list them next to the diagram.

Exercise 4. Draw an activity diagram for "Cash Withdraw" scenario in the SmartBank, making use of swimlanes. It should be consistent with your answer to Exercise 2 from Week 3.

Exercise 5. Draw a sequence diagram for "Cash Withdraw" scenario in the SmartBank.

Exercise 6. Draw a state machine diagram for the object of "Account".