Introduction:

An Automated teller machine (ATM) or automatic banking machine (ABM) is a computerized telecommunications device that provides the clients of a financial institution with access to financial transactions in a public space without the need for a cashier ,human clerk or bank teller. On most modern ATMs, customer is identified by inserting a plastic ATM card with a magnetic stripe or a plastic smart card with a chip, that contains a unique card number and some security information such as an expiration date or CVVC. Authentication is provide by the customer entering personal identification number (PIN)

ATM is known as Automated Teller Machine which basically deals with transactions between a bank and its account holder.

ATM as the name state is an automatic machine which connect to the bank sever to make transactions easily and efficiently .

The important features of ATM:

1.An ATM machine can be accessed 24\*7 hrs.

2. Every account holder who has an ATM card as provided by the bank is given a distinct pass code to access that particular ATM machine.

3. This process works faster than a normal bank transaction.

4. An account holder can access his/her account from any ATM located in the city or state irrespective of the mane of the bank.

Short description of related diagram:

Use case diagram: Use case diagrams are usually referred to as behavior diagrams used to describe a set of action that some system or systems (subject) should or can perform in collaboration with one or more external users of the system (actors). Each use case should provide some observable and valuable result to the actors or other stakeholders of the system.

Use case diagram are in fact twofold – they are both behavior diagrams, because they describe behavior of the system, and they are also structure diagrams-as a special case of class diagrams where classifies are restricted to be either actors or use cases related to each other with associations.

Activity diagram: It is another important diagram in UML to describe the dynamic aspects of the system. Activity diagram is basically a flowchart to represent the flow from one activity to another activity. The activity can be described as an operation of the system. The control flow is drawn from one operation to another.

Sequence diagram: It shows object interactions arranged in time Sequence. It depicts the objects and classes involved in the scenario and the sequence of messages exchanged between the objects needed to carry out the functionality of the scenario. Sequence diagram are sometimes called event diagrams or event scenarios.

State chart diagram: A state diagram shows the behavior of classes in response to external stimuli .Specifically a state diagram describes the behavior of a single object in response to a series of events in a system . Its also known as a Harel state chart or a state machine diagram.

CRC Card:Class-responsibility-collaboration cards are a brainstorming tool used in the design of object-orented softwate.They were originally proposed by ward Cunningham and kent Beck as a teaching tool ,but are also popular among expert designers and recommended by extreme programming supporters.

Class diagram: In software engineering a class diagram in the Unified Modeling language is a type of static structure of a system by showing the systems classes , their attributes, operations and the relationships among objects.