Withdraw Money Use case

User Action	System Response
User types in PIN on the main screen	System checks the validity of PIN and presents options to user on another screen
User selects account type	System presents the user another screen
User selects amount to withdrawal	System checks customer available balance and confirms has sufficient funds to complete transaction
User select if he wants a receipt for the transaction or not	System dispenses cash and receipt if customer prefers.
User complete transaction and take card	System displays a thank you message

User Story for Withdraw Money Use case

As a customer, I want to input my pin so i can be authenticated to access the withdraw money service
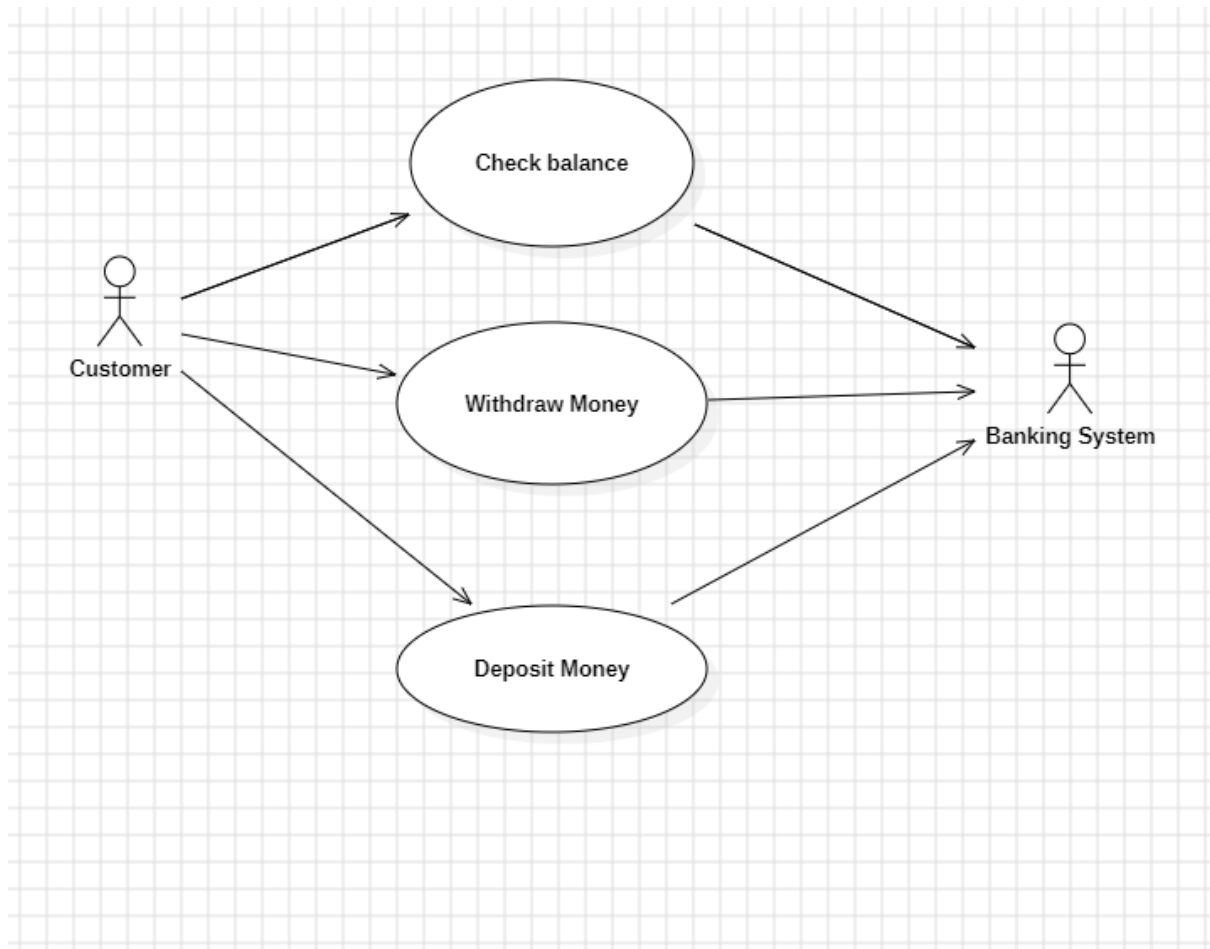
As a customer, I want to select my account type, so the system knows the type of my account and applies appropriate charges

As a customer, I want to select the amount to withdrawal, so the system can determine if i have sufficient funds

As a customer, I want to select if i want a receipt, so the system can debit my account and determine if i receipts should be dispensed.

As a customer, I want to complete and take card, so the system can display and thank you and exit.

Use case Diagram for ATM System
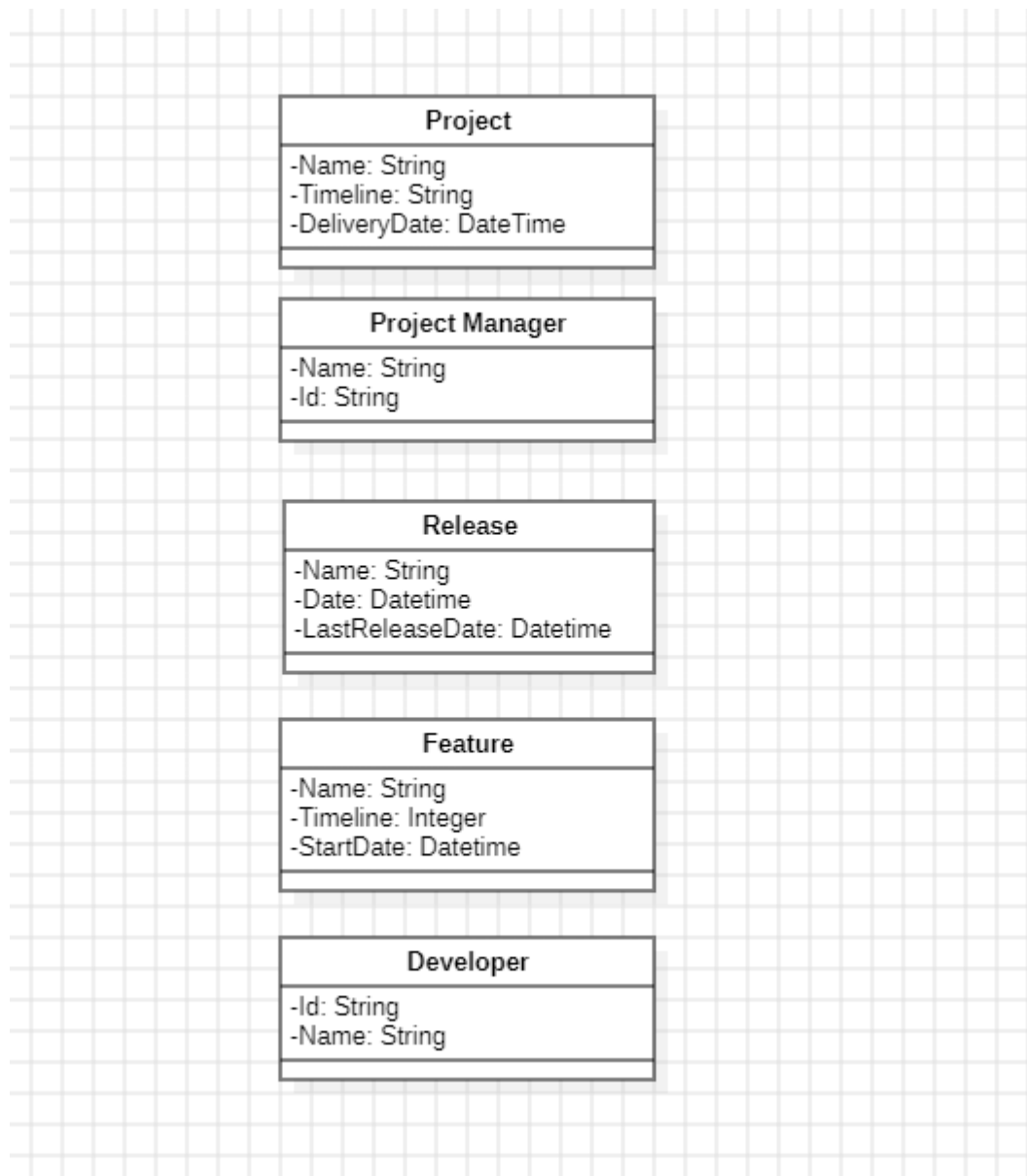

3. Identified Classes

Project Manager

Project
Release

Feature Set

Developer

Features

Static Class Diagram

Project

-Name: String
-Timeline: String
-DeliveryDate: DateTime

Project Manager

-Name: String
-Id: String

Release

-Name: String
-Date: Datetime
-LastReleaseDate: Datetime

Feature

-Name: String
-Timeline: Integer
-StartDate: Datetime

Developer

-Id: String
-Name: String

4. Properties management System Identified Classes

Landlord

Properties: Houses, Condominiums, Trailers

Park

Static Class Diagram

Landlord

-Id: String
-Name: String
-Address: String

Properties

-Address: String
-Rent: Double

House

-LotSize: Integer

Condominium

-NoOfFloors: Integer

Trailer

-ParkNo