SEHH2242 Assignment 3 FAQ

Q1: We do not physically have the ATM card reader and cash dispenser, how could we demonstrate the ATM operations?

Ans: In demonstrating the ATM prototype, you may simulate the operations of the card reader and cash dispenser by displaying some relevant message on the screen, e.g. "Please take your card", "Please take your cash".

Q2: Should we use the keyboard or JButton to simulate the ATM keypad?

Ans: Both are acceptable. You may make some assumptions about the inputting methods.

Q3: In Assignment 3, do we need to implement all the operations of Assignment 2?

Ans: The Assignment 3 prototype should support **ALL** operations of Assignment 2 (check balance, withdraw, transfer, etc.) and use appropriate GUI to simulate the real ATM system, in particular, the handling of passwords, and the operations sequence of withdrawal service.

Q4: When designing the test cases, can we use the same test cases from Assignment 2?

Ans: Yes, and you may also add extra test cases.

Q5: How could we do the final demonstration?

Ans: Demonstration by video recording will be good enough. For details, please refer to the Assignment 3 description at Moodle.