Lab1 Solutions

Below is a table shows the first step in a use case description for the main flow of the Withdraw Money use case for an ATM system. Use your experience with ATM machines to help you fill out the rest of the table. The goal of the Withdraw Money use case is, of course, to withdraw money from your account, and in the Main Flow of this use case, the goal is achieved as expected.

WITHDRAW_MONEY Use Case Description: Main Flow.

User Action	System Response
1. **User types in PIN into main screen**	System checks validity of PIN and presents options to user on another screen
2. **User taps 'Withdraw' button from list of menus**	System asks user to enter the requested amount in the next screen
3. **User types the withdraw amount and proceeds to 'Withdraw' action button.**	System checks available balance in the account and dispense the requested cash.

ATM System

Create a Use Case Diagram for the ATM system (refer to the slides for the three use cases that you will use). There should be two actors in your diagram.

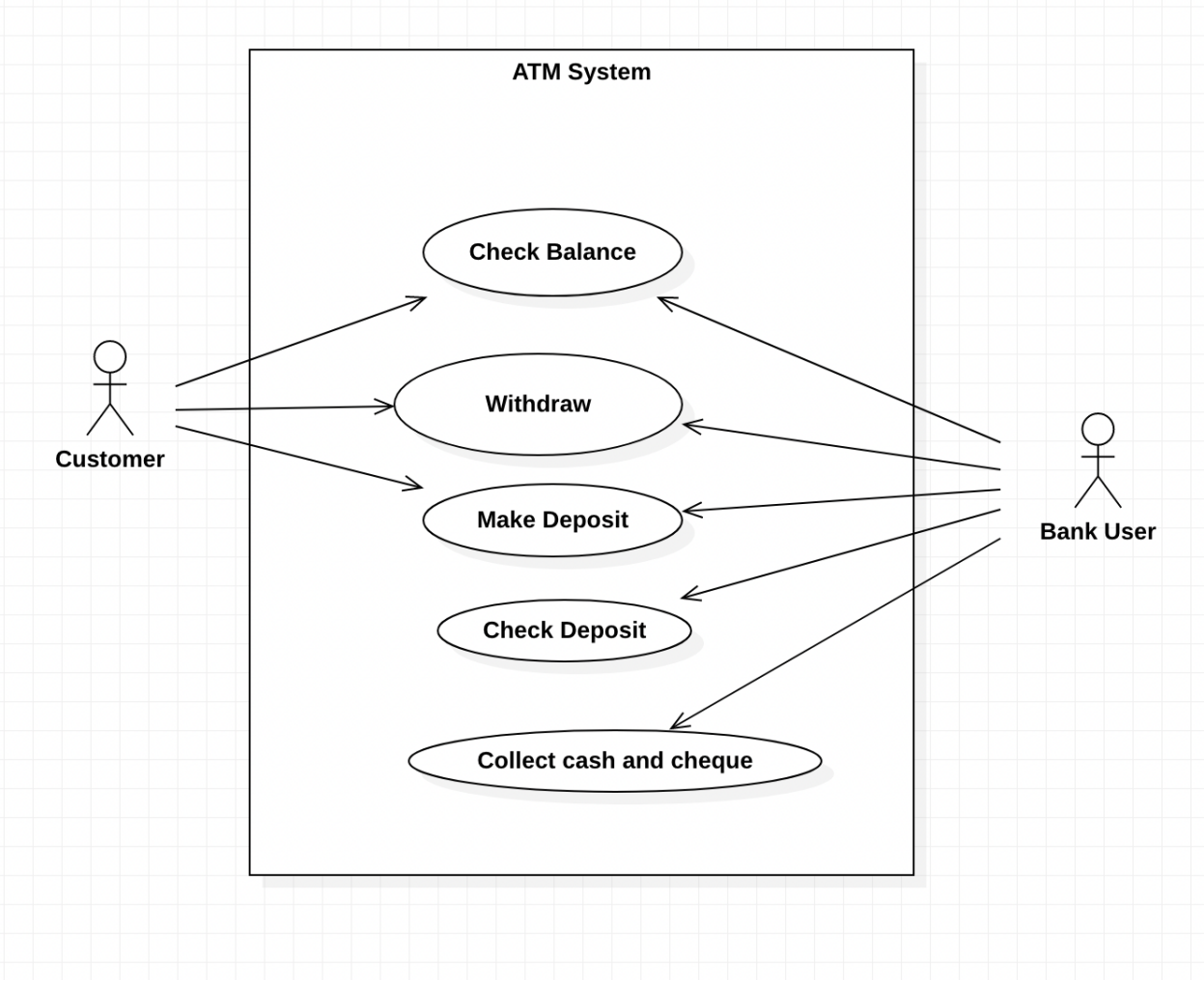

Figure 1: Class Diagram for ATM System

Project Management Tracking System

Problem Description:

A Project Manager manages multiple projects. A project, before final release, is required to have a specified feature set. Associated with a project are multiple releases. A release is a functional piece of the project being developed that includes a subset of the feature set for the project and which is to be delivered on a specified date (the feature set and release date are determined by the Project Manager). When the last release is delivered, the project is considered completed.

Associated with each feature for a project is a developer who is responsible for developing this feature for inclusion in the project. A developer has an id and provides, for each feature he is responsible for, the estimated time remaining to complete work on that feature. The Project Manager assigns features to developers to work on.

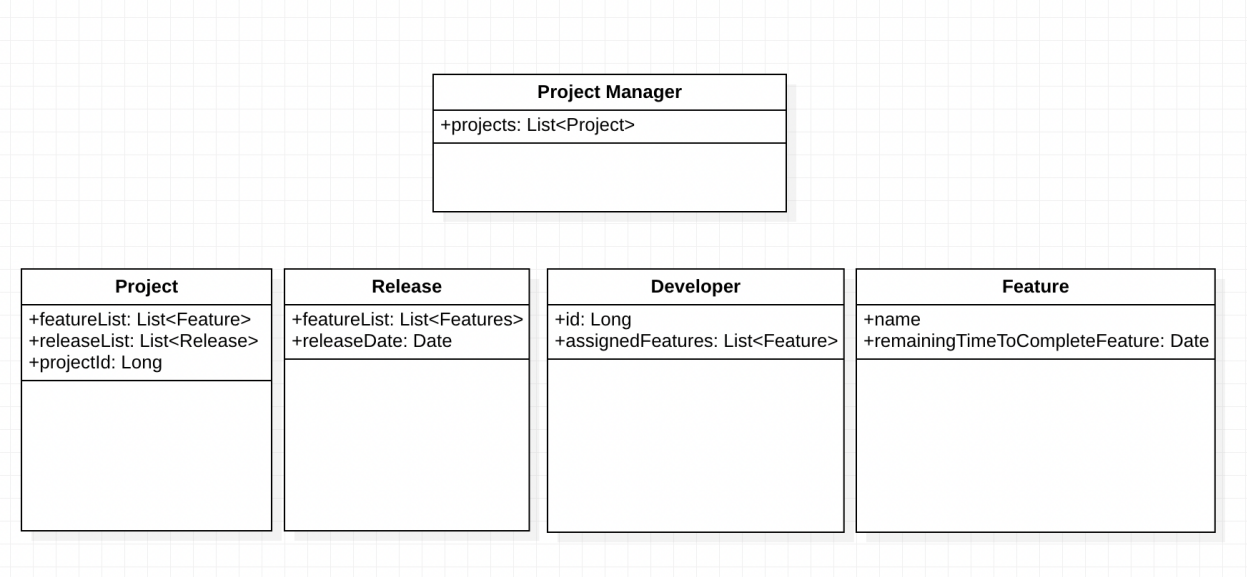

Figure 2: Class Diagram for Project Management System

Properties Management System

Problem Description:

A landlord owns several types of properties: houses, condominiums, and trailers. A house has an address and a lot size. Rent for a house is computed by

rent = 0.1 * lot size

A condominium has an address and a certain number of floors (1 floor, 2 floors, or 3 floors). Rent for a condominium is computed by

rent = 400 * number of floors

A trailer belongs to a particular trailer park (specified by the trailer park address). The rent for a trailer is always $500.

The property managemet software is required to have an Admin module that supports various functions. One of these functions is to compute total rent for all the properties registered in the system. Another function is to list all properties in the system that are in a specified city.

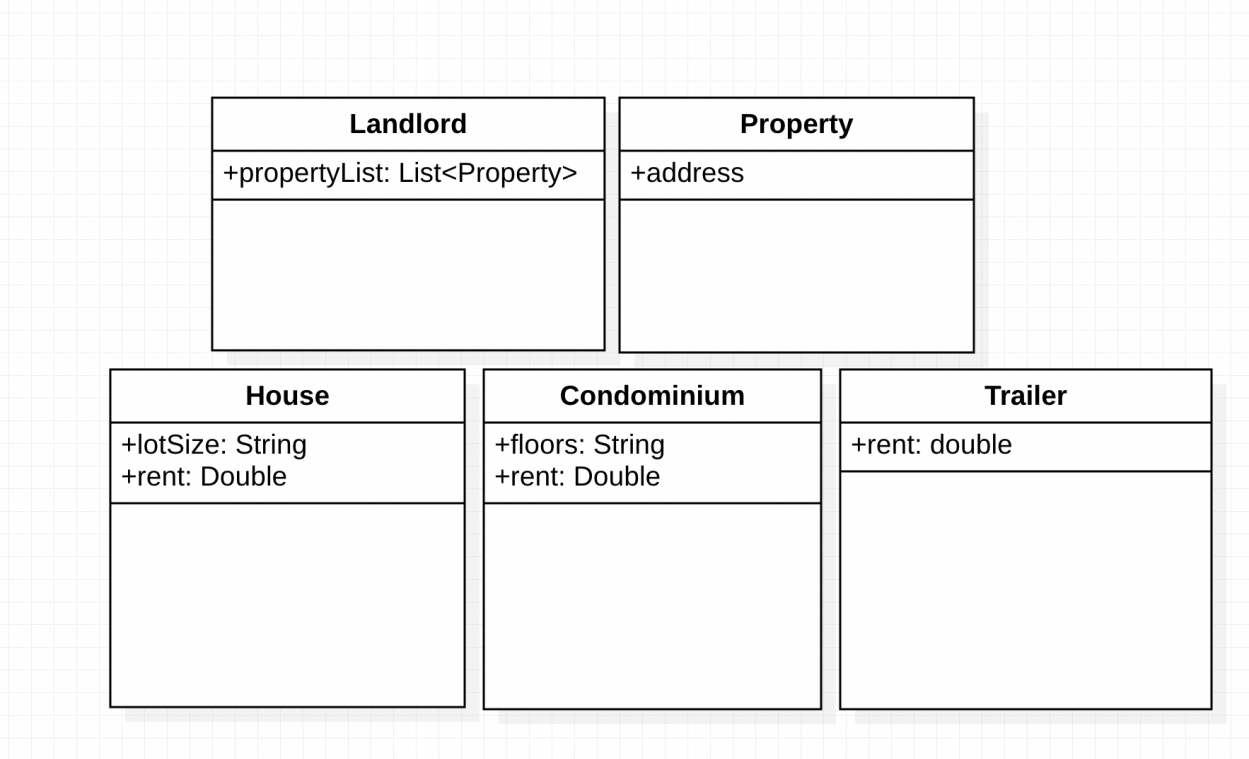

Figure3: Class Diagram for Properties Management System