UML & UP Case Study - ATM



A bank is introducing a new range of Automated Teller Machines (ATMs) across all its branches. These ATMs will be distributed at local branches, and be linked to head office's mainframe which stores details of all customer accounts. The ATMs will allow customers to access details of their account, such as the balance, and withdraw cash provided they have sufficient funds remaining. Customers can also request an overdraft via an ATM and receive an instant decision (less than 10 seconds). Customers will use the ATM by inserting their account card and entering a 4-digit PIN. Customers should be able to change this PIN via the ATM as well. The branch manager for a customer should also be able to use a branch terminal to access the mainframe for information on that customer's account and to approve an overdraft for them if they visit the branch with proof of identification. COMS30203: Design Methods