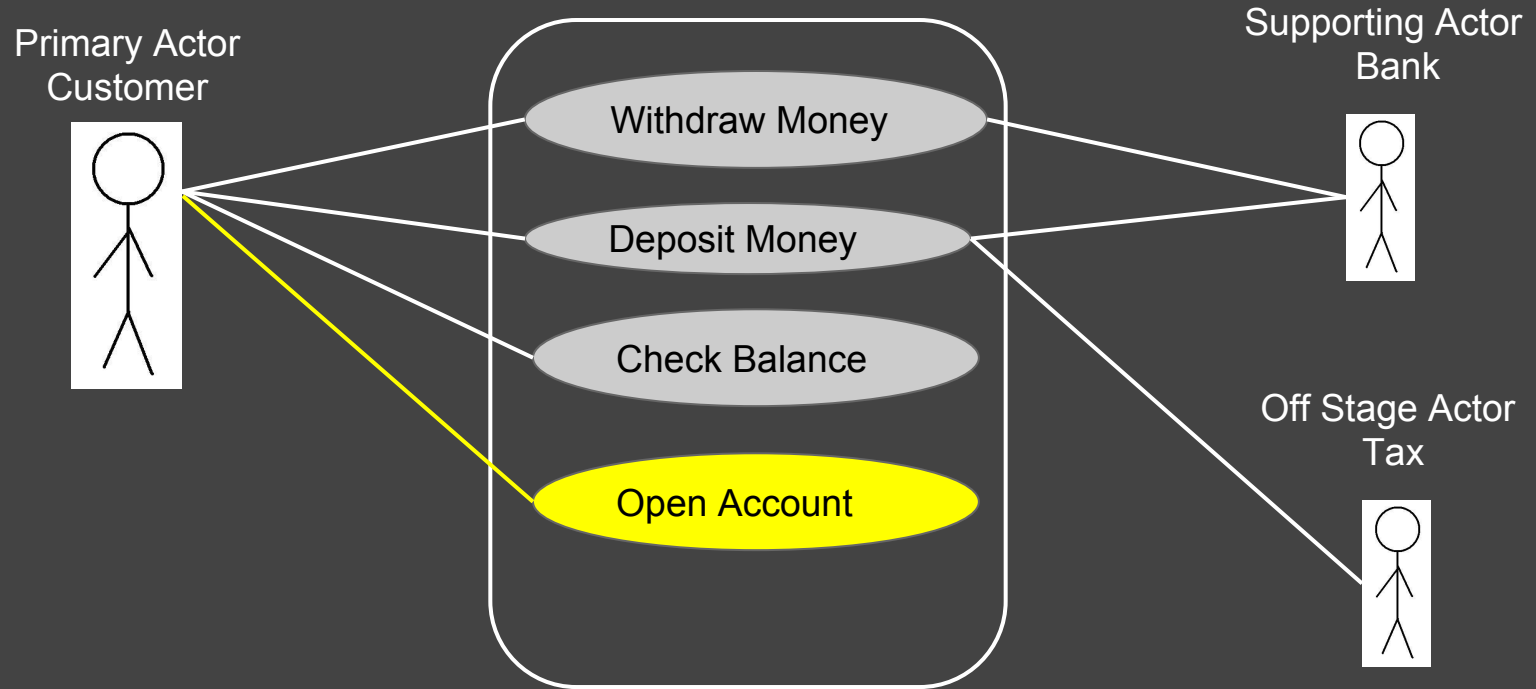


Bank Account

A customer opens a bank account in a bank.

After opening the account the customer can withdraw, deposit and check his balance at any time he wants. The bank charges a fee of 10kr. for every withdraw a customer makes. The Customer can not withdraw more money than is on the account including the fee. The bank also has an interest rate of 8.5%, which is used for calculating a certain amount of interest on the amount deposited by the customer.

Use Case Diagram



Use Cases

UC#3: Open Account

Actor: Customer

Main Success Scenario:

Customer enters the bank and requests to open an account. The Bank deals with this request ... (according to the bank regulations and rules). Customer now has an account and can [Withdraw](#), [Deposit](#) and [Check](#) balance of his account.

Alternative Flow:

1. If customer already have an account the banks rules and regulations differ. (description of that). The customer now have 2 accounts, and pays 100kr a year for having this extra account.
2. If customer earlier have applied for an account and was rejected the request. The bank looks at the reason and checks if the situation changed.
 - a. If not the customer is again rejected.
 - b. If changes has occurred goto Main Success Scenario.

Use Cases

UC#1: Withdraw Money

Actor: Customer

Main Success Scenario:

Customer requests to withdraw money from his account and specifies the amount.

The bank puts on a fee of 10 kr. when a withdrawal is made, so the customer gets the requested amount, and the fee is subducted on the remaining balance of the account.

Bank Account

A customer opens a bank account in a bank.

After opening the account the customer can withdraw, deposit and check his balance at any time he wants. The bank charges a fee of 10kr. for every withdraw a customer makes. **The Customer can not withdraw more money than is on the account including the fee.** The bank also has an interest rate of 8.5%, which is used for calculating a certain amount of interest on the amount deposited by the customer.

Use Cases

UC#1: Withdraw Money

Actor: Customer

Main Success Scenario:

Customer requests to withdraw money from his account and specifies the amount.

The bank puts on a fee of 10 kr. when a withdrawal is made, so the customer gets the requested amount, and the fee is subducted on the remaining balance of the account.

Alternative flows:

1. If account balance is less than the requested amount + fee, a message telling the customer that he does not have the requested amount on his account is displayed. And a prompt asking if he wants to quit or withdraw another amount.
 - a. if “quit” the program closes.
 - b. if “withdraw another amount” goto main success scenario

Use Cases

UC#2: Deposit Money

Actor: Customer

Main Success Scenario:

The Customer requests to deposit money. The bank calculates the interest based on the interest rate and the amount just deposited, the interest and the amount is summed. The sum is then added to the account balance.

Alternative flow:

Use Cases

UC#3: Check Balance

Actor: Customer

Main Success Scenario:

Customer requests to see the balance of his account.

The account number and name of the customer together with the balance is displayed.

Alternative flow:

Exercise: Use Cases Alternative flow

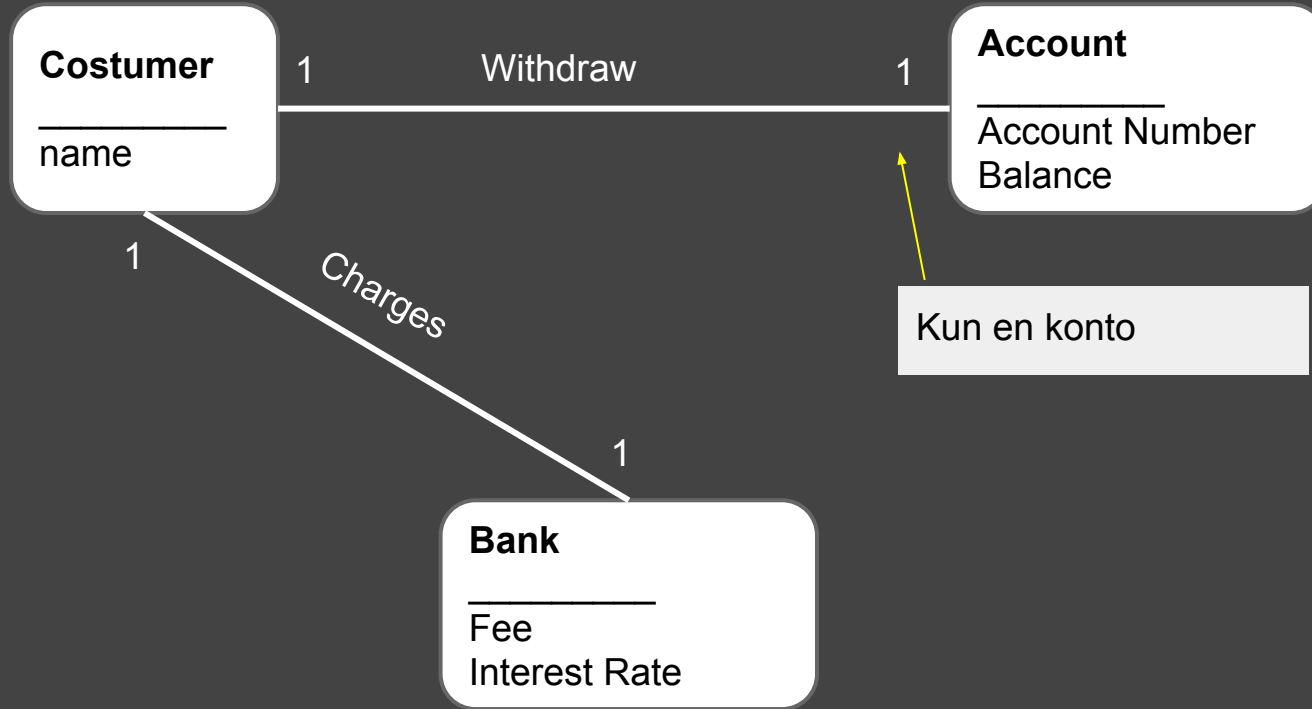
Create one use cases for Car Wash with alternative flows included.

Create the code for this Use Case (and only this use case!)

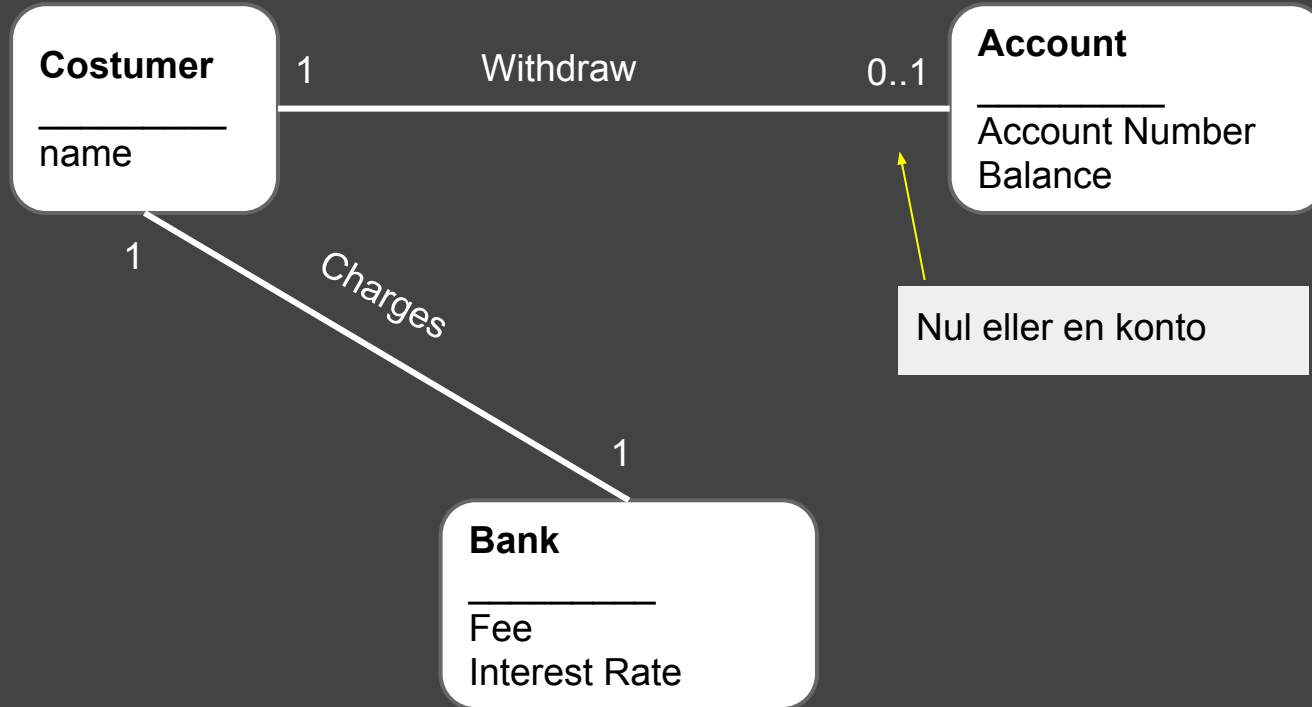
Customer
+name : string
+getName() : string +display() : string

Account
-accountNumber -balance
+deposit() +withdraw() +getAccountNumber() +checkBalance()

Domain Model



Domain Model



Use Cases

Functional requirements: FURPS+

A customer opens a bank account in a bank.

or

A customer opens one or more bank accounts in a bank.

Domain Model - En til mange

