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**CLASS: SOFTWARE ENGINEERING (151)**

**OBJECT ORIENTED DESIGN AND ANALYSIS**

**ATM System problem requirements**

# Introduction

**AUTOMATED TELLER MACHINES** are part of our lives, they help us in doing our daily transactions and businesses.

An ATM is a computerized telecommunications instrument that provides its users an access to their bank account and makes them able to perform their financial transaction and operations without the need of going to the bank, and without the help or assistance of a human (cashier, clerk, bank teller).

**ATM** makes it easy for people to get their money anywhere any time as long as there is an internet connection.

We need **ATM** machines because not only banks are not open every day, but also even if they were to work every day in a month we wouldn’t necessarily have the time to go to the bank

The main objective of this project is to model and design an ATM system from a point of view of software development.

This documents content’s will be the requirements that will be identified for the system, our system will act as a second person with whom a user (bank customer) can interact, and based on the user’s choice the system will be performing a set of operations.

# ATM specification

An ATM is primarily a machines and as we all know machines are made of component which differs according to the machines that we are talking about.

Out system’s hardware is mainly a computer running some operating system (Windows OS) on which our software system will be installed. The computer without the software would be useless

## Component

* Key Switch : to start up or shut down the machine
* Card Reader : to read user’s Cards
* Screen : to display various messages to the user
* Key pad: to allow to user to input information such as Password, Amount.
* Cash dispenser : for dispensing cash
* Deposit slot : to deposit user’s cash
* Mini printer : for printing transaction receipts
* Network interface : used by the System to communicate with its main server

## Business

Each ATM machines around the City will be maintained by an operator from the Bank whose job will be to fill the ATM with cash and paper for receipts.

The ATM should not shut down or freeze while being used.

To begin any new transaction the User must insert his (her) ATM card. The card contains every information that the bank has about the user (name, SSN).

The user will then be prompt to input his password, once the user has confirmed his password, the Machine would have to remotely access the Bank server in order to validate the User’s information.

In case the user’s password is wrong the user will be given a second and a third attempt.

If after these two attempt the password is still wrong, the Machine will lock the user’s card and display a friendly message telling the user to go the nearest bank office for further services.

The machines is conceived to handle any kind of problems. Problems such as hardware or software failures. The machines keeps an internal log for recording such events.

Logs are sent to the Bank server and can be used by technicians and engineers to fix the corresponding problems.

### Assumptions

1. The ATM will identify its various users through their Passwords
2. Bank officers will be able to check ATM transactions from the bank database.
3. User’s deposit will immediately be added to their account if the notes are valid
4. ATM cars will be the main player when it comes to security.

## ATM interactions

An ATM machine is a machine that is to interact with external factors such as the Bank Database, The Bank customers, and maintenance engineers.

For each interaction, the operations will be different based on the user that interacting with the system.