user

: System

<< initiating actor >>

select function "Manage Users"

log in

display the options of activities available

select function "Retire User"

prompt user to choose user account to delete

choose user account

delete the account

Prompt successfully deleted

Class Diagram

key
- code : string
- timestamp : long
- doorLocation : string

1..*

keyStorage
+ getNext() : key

validkey

Controller
- # numOfAttemps_ : long
- # maxNumOfAttempts : long
- + enterkey (K: key)
- — deny More Attempts ()

checker

Key Checker

+ checkkey(k: key) : boolean
— Compare (ck: key, sk : key) : boolean

1 Logger

Manage

1..* Delete

Logger

+ Log Transaction (K: key)

UserManager
- # RetireUser : string
- + showuser ()

UserAccstorage
- # AccountName_ : string
- # Account id_ : string
- + deleteAccount ()
- + AddAccount ()