

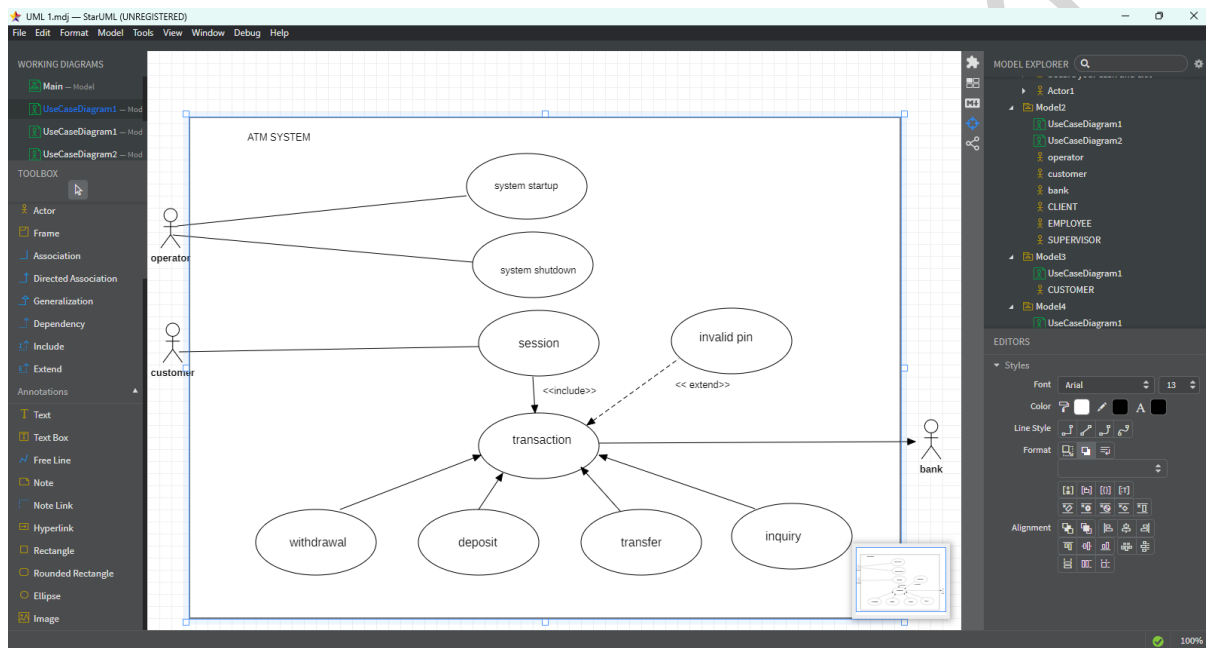
# SOFTWARE ENGINEERING LAB TASK 9

## UML (Use Case Diagrams)

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### ATM UML:



### Diagram Details:

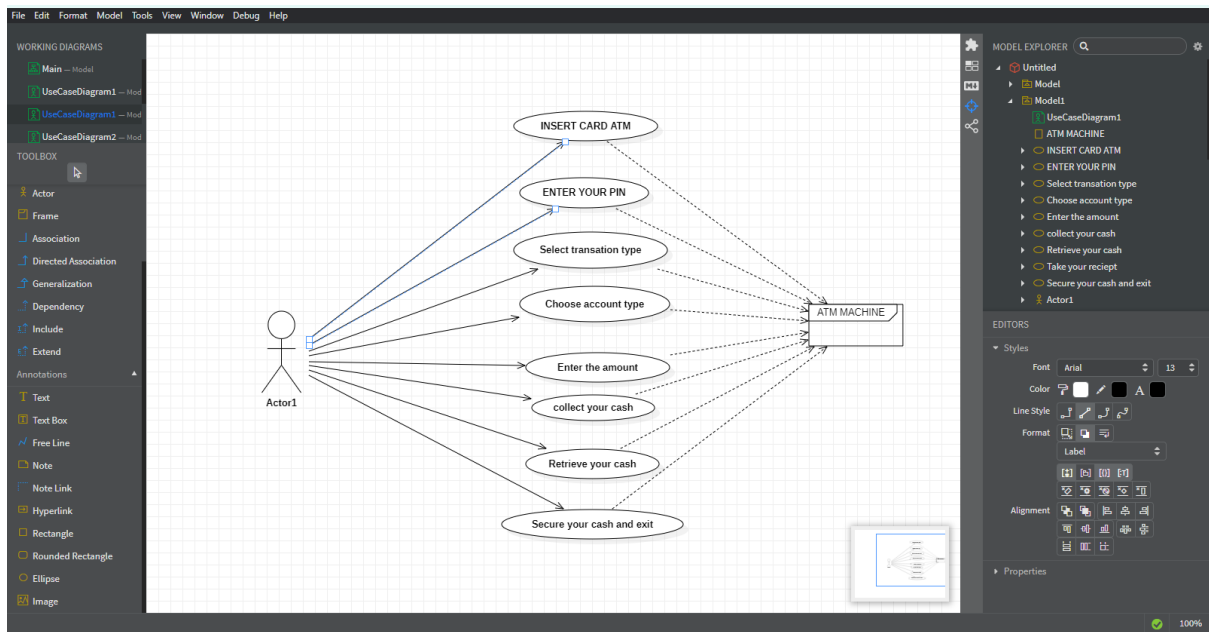
- **Actors:**
  - **Operator:** Responsible for system maintenance (startup, shutdown).
  - **Customer:** The user performing transactions.
- **System Boundary:** "ATM System."
- **Use Cases:**
  1. **System Startup** (Operator)
  2. **System Shutdown** (Operator)
  3. **Session** (Customer)

4. **Invalid PIN** (Customer)
5. **Transaction** (Customer)
  - **Withdrawal**
  - **Deposit**
  - **Transfer**
  - **Inquiry**
- **Bank** (external entity) is also shown, indicating communication with the ATM for transactions.

### Explanation

1. **Operator** handles high-level operations:
  - **System Startup**: Initializing the ATM before customers can use it.
  - **System Shutdown**: Turning off the ATM or bringing it offline for maintenance.
2. **Customer** interactions revolve around:
  - **Session**: Logging in by inserting card and entering PIN.
  - **Invalid PIN**: An extension or alternative flow if the PIN is entered incorrectly.
  - **Transaction**: The main use case for financial operations. It includes:
    - **Withdrawal**: Taking out cash.
    - **Deposit**: Putting money into an account.
    - **Transfer**: Moving funds between accounts.
    - **Inquiry**: Checking balance or transaction history.
3. The **ATM** communicates with the **Bank** system to validate transactions and ensure real-time account updates.

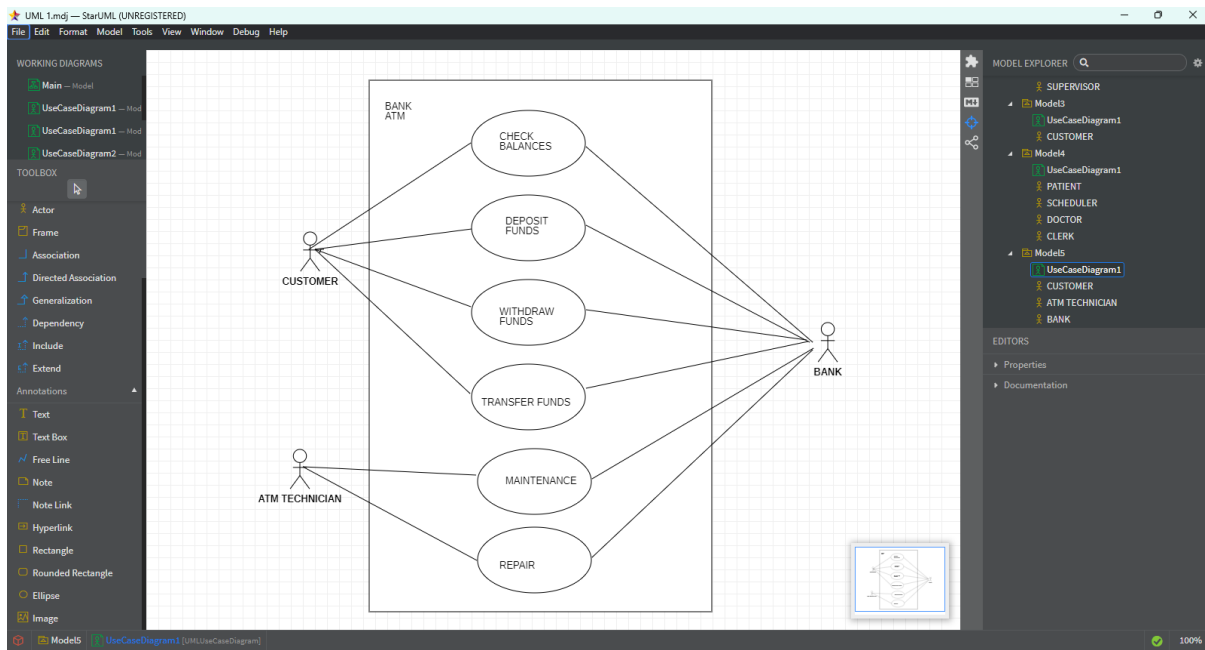
## Another UML of ATM:



### Diagram Details:

- **Actor:** A single user (the person using the ATM).
- **System Boundary:** Represented by the “ATM MACHINE.”
- **Use Cases** (the ovals):
  1. **Insert Card ATM**
  2. **Enter Your PIN**
  3. **Select Transaction Type**
  4. **Choose Account Type**
  5. **Enter the Amount**
  6. **Collect Your Cash**
  7. **Retrieve Your Cash**
  8. **Secure Your Cash and Exit**

## BANK ATM UML:



### Diagram Details:

#### Actors:

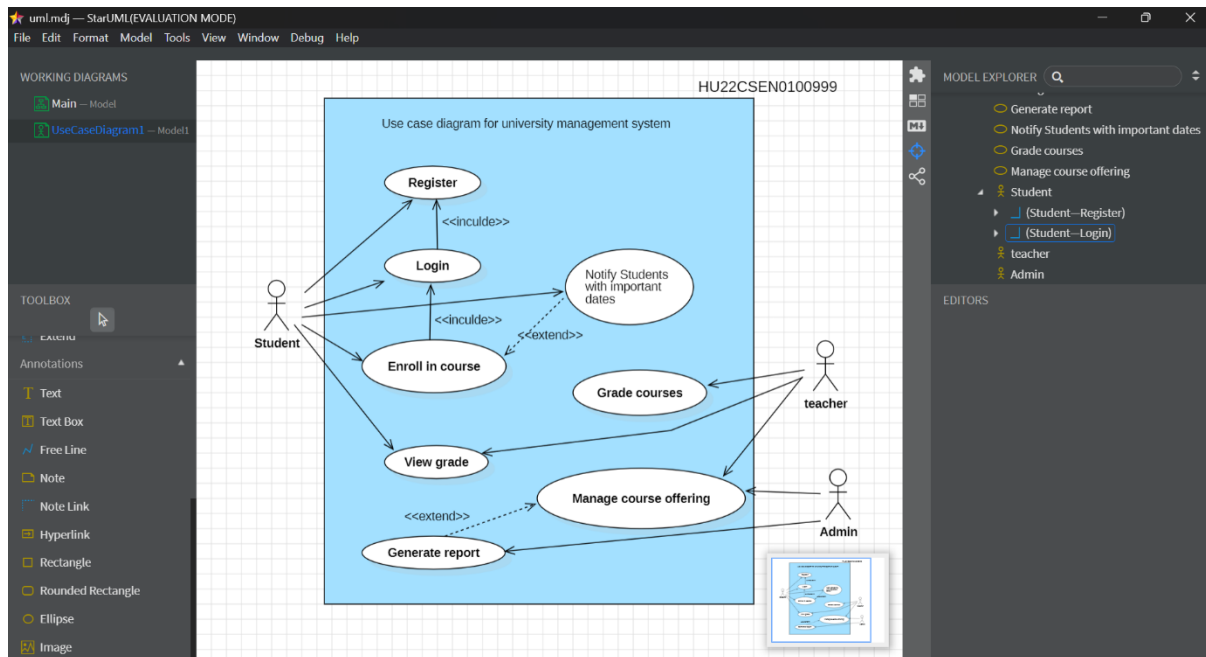
- **Customer** (on the left): checking balances, depositing, withdrawing, transferring funds
- **ATM Technician** (on the lower left): maintenance, repair
- **Bank** (on the right): validating and processing transactions

#### System Boundary: "Bank ATM"

#### Use Cases inside the system:

- **Check Balances**
- **Deposit Funds**
- **Withdraw Funds**
- **Transfer Funds**
- **Maintenance**
- **Repair**

# UNIVERSITY MANAGEMENT SYSTEM UML



## Diagram Details:

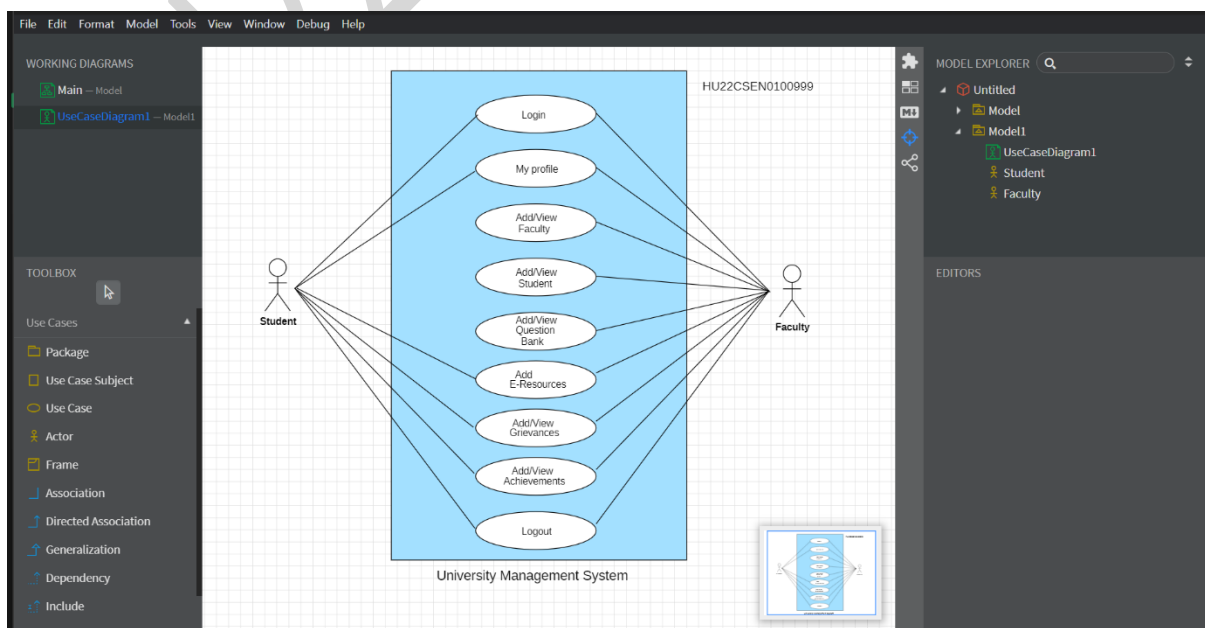
- **Actors:**
  - **Student**
  - **Teacher**
  - **Admin**
- **System Boundary:** “Use case diagram for university management system”
- **Use Cases:**
  - **Student** can:
    1. **Register**
    2. **Login**
    3. **Enroll in Course**
    4. **View Grade**
    5. **Generate Report** (also possibly shared with Admin)

- **Teacher** can:
  1. **Grade Courses**
  2. **Notify Students** with important dates/announcements
- **Admin** can:
  1. **Manage Course Offering**
  2. **Generate Report**

### Explanation

1. **Student** tasks revolve around **registration**, logging in, and **managing academic activities** (enrolling in courses, viewing grades).
2. **Teacher** is responsible for **grading** and **sending notifications** to students about important events or deadlines.
3. **Admin** oversees the **course offerings** (creating, modifying, or removing courses) and can also **generate institutional reports**.
4. The **system boundary** shows that all these use cases happen within the same “University Management System.”

### Another University UML :



### Diagram Details:

- **Actors:**
  - **Student** (on the left)
  - **Faculty** (on the right)
- **System Boundary:** “University Management System”
- **Use Cases** inside the system:
  1. **Login**
  2. **My Profile**
  3. **Add/View Faculty**
  4. **Add/View Courses**
  5. **Add/View Resources**
  6. **Add/View Achievements**
  7. **Logout**