OOAD second Assignment

Problem Statement: (Missing Requirements could be suitably assumed)

An ATM is an electronic device designed for automated dispensing of money. A user can withdraw money quickly and easily after authorization. The user interacts with the system through a card reader and a numerical keypad. A small display screen allows messages and information to be displayed to the user. Bank members can access special functions such as ordering a statement

Additional Notes:

- Users shall be able to access the ATM by punching in their account number and PIN. Once the system has verified that the account is active and the PIN matches with the account number, the system offers the users four choices. Users can withdraw money, deposit money, check balance or quit the session.
- The user must have a minimum of $100 in his / her account. At the end of any transaction a printed copy of the transaction is provided to the user. A transaction could be - withdraw money, deposit money or check balance. Once the user has completed a transaction, the system offers the user the same four choices, until the user decides to quit.

1. Explain the following components of Use Case diagram with the help of an example.
   A. Actors
   B. Use cases
   C. Relationships
   D. System Boundary
2. For the above given Problem Statement, draw a detailed use case diagram and write the complete use case description for any 4 use cases.
3. Draw the System Activity Diagram (SAD) using swim lanes for the given problem statement.
4. How are concurrent activities and branching statements represented in an Activity Diagram? Explain the same with an example.
5. List and explain the guidelines to identify the events. For the above given Problem Statement write the complete event table for any four events.