Interpreting UML Diagrams

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These diagrams are showing a withdrawal transaction for an ATM. The diagrams are showing the steps taken for a person withdrawing money out of their bank account. The user inserts their card and enters their pin. If the pin is correct it moves on to the next step. If it is incorrect it ends the transaction. The next step is the systems ask for the amount they would like to withdrawal. If the amount is available it dispenses the money and prints out their receipt. If it is not available it does not dispense the cash and it prints a receipt. Finally, it ends the transaction.

For the activity diagram it doesn’t include the user inserting their card. That makes the entire diagram inaccurate as to how the system would work. If the developer went directly off of this diagram the atm wouldn’t work since the user needs to enter their card. The sequence diagram doesn’t have the receipt function or the end function. The user needs to be able to request a receipt if they want and if there isn’t a system put in place to end the transaction then the atm would be stuck in an eternal loop and the user wouldn’t be able to log out. This creates a whole series of problems.

