User Guide

Included in this submission are two Eclipse IDE projects. The first (GimmeDaDough) is the main project. It is the implementation described in the requirement analysis. It includes a JAR file that contains the software system. This project contains no classes with main methods.

The second (GUI_Demo) is an *example* of how my system would be implemented. It is not fully completed, because it is beyond the scope of this project. In this case, it is a GUI simulation. It uses the JAR file from my main project to demonstrate how things would be implemented. This part of the system would be different for every front end implementation. If my back end of the system were to be implemented on a physical ATM, extra software would have to be written to interface with the physical devices such as the display, receipt printer, cash dispenser, etc. This project contains a class that has a main method and can be run. A GUI displays and the back end starts running. However, since the GUI has not been fully implemented, the GUI does not communicate with the back end.

Also in the submission:

- Class diagrams
- Javadoc for the back end of the system. (located in GimmeDaDough/docs)

Unfortunately, due to time constraints, I was not able to complete all of the project requirements. Here are the things I did not complete:

- Sequence diagrams
- Use Cases
- JUnit testing
- Ant build files

Here are the use cases that I would need to do:

- System Startup
- System Shutdown
- Session
- Transaction
- Invalid PIN
- Withdraw
- Deposit
- Transfer
- Inquiry

I would also need to do the sequence diagrams for each of those use cases.