

শ্রীমতী সুনন্দ প্রাচ্য বিশ্ববিদ্যালয়



CITY UNIVERSITY

Assignment-02

Assignment Name: ATM Activity Diagram

Course Code: CSE-325

Course Title: System Analysis & Design

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What is Activity Diagram?

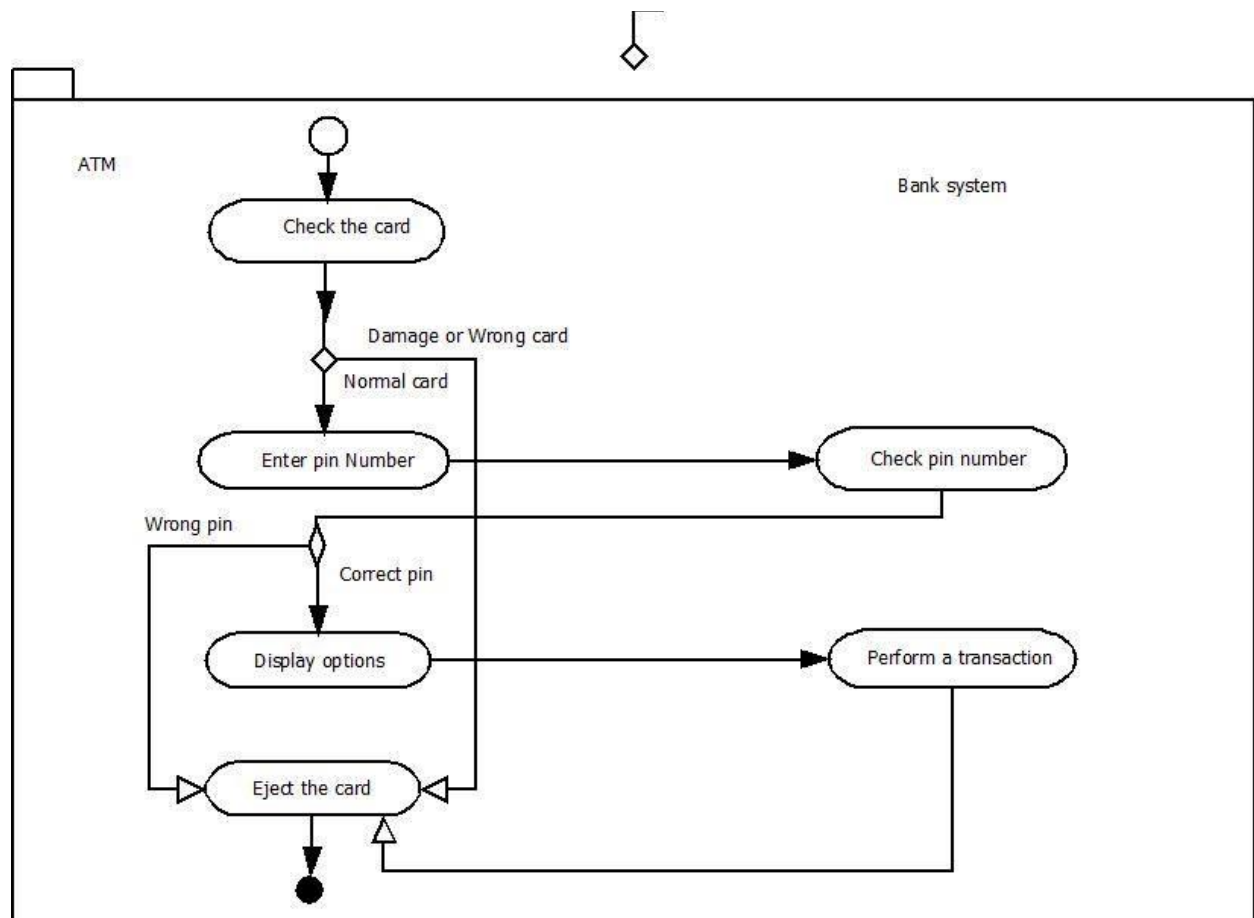
Activity Diagrams describe how activities are coordinated to provide a service. Activity Diagrams consist of activities, states and transitions between activities and states. You can use activity diagram to model the logic of a single use case, or even how to coordinate a collection of use cases for the entire targeted system being developed. For example, to model how the events in a single use case relate to one another - in particular, use cases where activities may overlap and require coordination.

Behavior:

State, Activity Diagram State Diagram:-State transition diagrams provide a way to model the various states in which an object can exist. While the class diagram show a static picture of the classes and their relationships, state transition diagrams model the dynamic behavior of a system in response to external events (stimuli). State transition diagrams consist of the following: 1. States, which show the possible situations in which an object can find itself 2. Transitions, which show the different events which cause a change in the state of an object.

Description:

This is a UML Activity Diagram example for ATM. Swim lanes are used to represent the participants that take part. The whole process begins at the black start circle at the top and ends at the concentric white/black stop circles at the bottom. The activities are modeled as rounded rectangles.



Guidelines for creating Activity Diagrams

- Minimize the number of crossings links or relationship among activities.
- Reorganize larger diagrams into several smaller ones. It is often easier to have several diagrams on various levels of detail than a single complex one.
- Use swim lanes to model responsibility of stakeholders, function of department or service provided by operational units.
- It can be used to elaborate the logic of an entity in UML, such as, a use case, function or orchestration of several use cases and etc.

