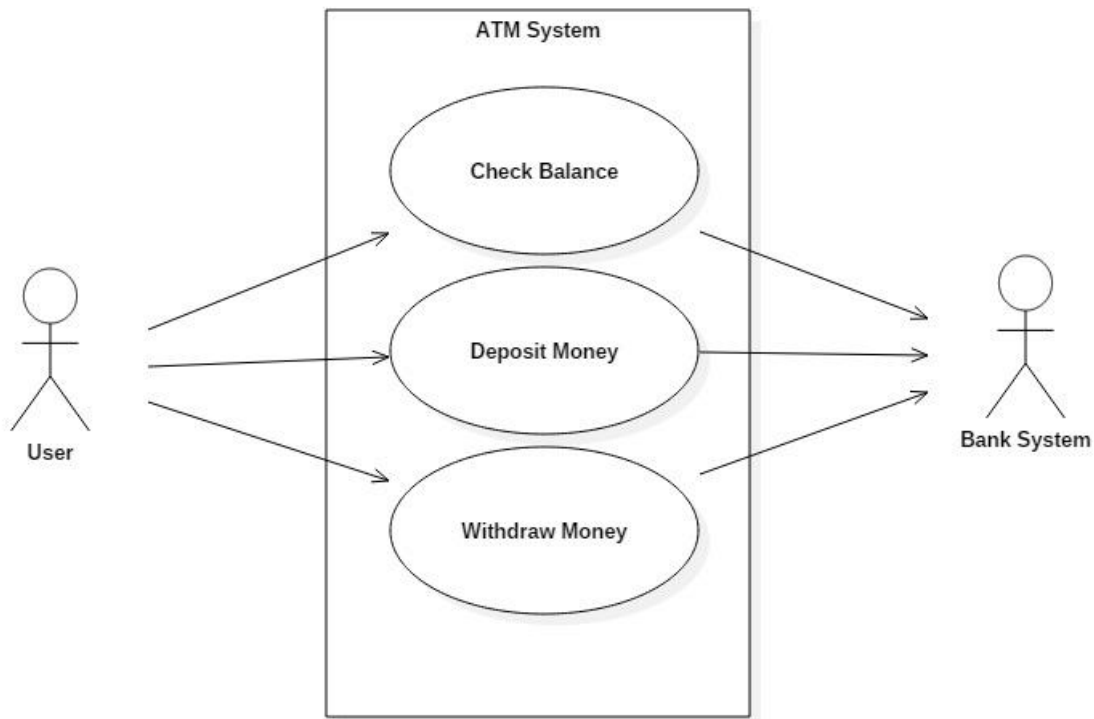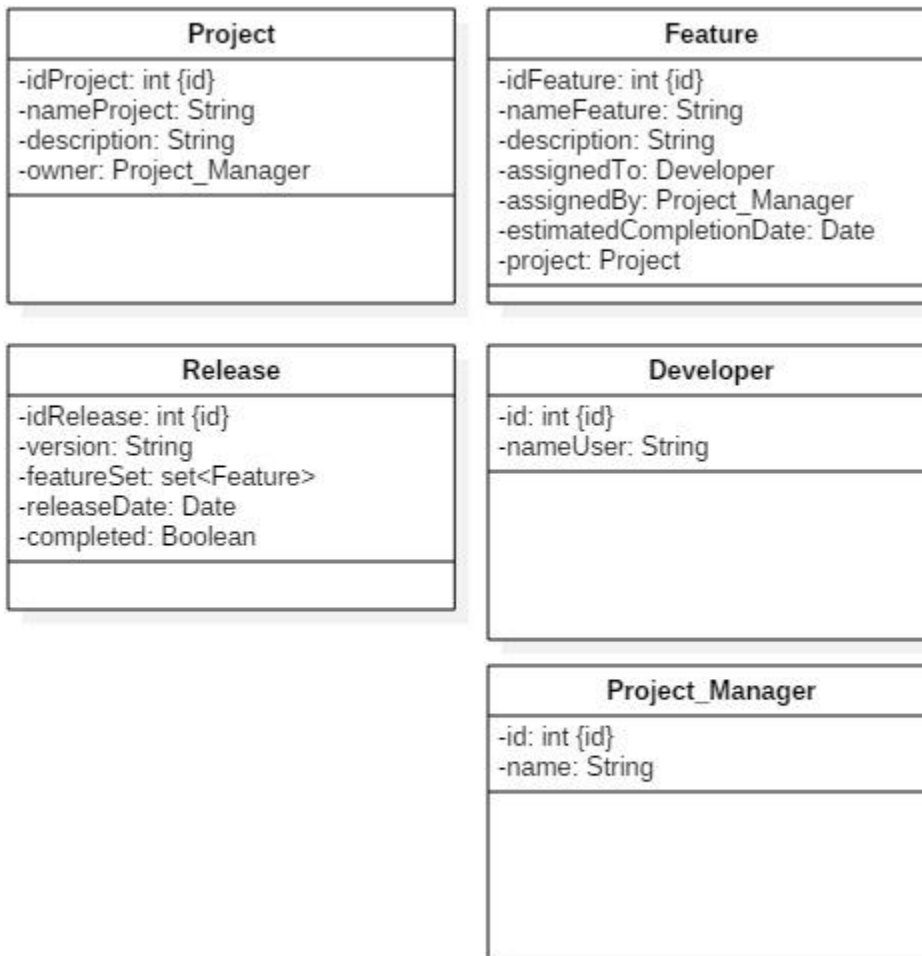## 1) WITHDRAW_MONEY Use Case Description: Main Flow

User Action	System Response
1) User inserts his card into the ATM	1) System checks the validity of the card and ask for the Pin.
2) User types in Pin into the main screen	2) System checks validity of the pin and presents service options to user on another screen
3) User chooses the option "Withdrawal"	3) System presents a list of account type to user
4) User chooses "Checking"	4) System presents a list of standard withdrawal amounts on the screen
5) User selects the amount to be withdrawn	5) System debits user's account, issues the amount requested and prints the receipt.

2) Use Case Diagram for the ATM system

3) Class diagram of the "Project Management Tracking System"

Project

-idProject: int {id}
-nameProject: String
-description: String
-owner: Project_Manager

Feature

-idFeature: int {id}
-nameFeature: String
-description: String
-assignedTo: Developer
-assignedBy: Project_Manager
-estimatedCompletionDate: Date
-project: Project

Release

-idRelease: int {id}
-version: String
-featureSet: set<Feature>
-releaseDate: Date
-completed: Boolean

Developer

-id: int {id}
-nameUser: String

Project_Manager

-id: int {id}
-name: String

4) Class diagram of the "Properties Management System"

Landlord

-Name
-email
-id

House

-address: String
-lotSize: Integer

Condominium

-address: String
-numOfFloors: Integer

Trailer

-parkAddress: String
-rentCharge: Double = 500

Property

-owner: Landlord
-city: String
-id