ATM1

+ATM1()
+card(int x, String y)
+pin1()
+pin(String y)
+deposit(int d)
+withdraw(int w)
+balance()
+lock(String y)
+unlock(String y)
+exit()
+current State()

ATM2

+ATM2()
+CARD(float x, int y)
+PIN(string y)
+DEPOSIT(float d)
+WITHDRAW(float w)
+BALANCE()
+EXIT()

ATM3

+ATM3()
+card(int x, int y)
+pin(int y)
+deposit(int d)
+withdraw(int w)
+balance()
+lock()
+unlock()
+exit()

MDA

+int state = 0
+int attempt
+Idle obj1
+CheckPin obj2
+Checking obj3
+Ready obj4
+Overdrawn obj5
+Locked obj6

+create()
+card()
+correctPin()
+incorrectPin(int max)
+above()
+below()
+below_with_penalty()
+deposit()
+withdraw()
+balance()
+lock()
+unlock()
+failLock()
+failUnlock()
+exit()

Idle

+card()

CheckPin

+correctPin()
+incorrectPin(int max)
+maxattempts()

States

+dataStorage()
+card()
+correctPin()
+incorrectPin(int max)
+maxattempts()
+deposit()
+withdraw()
+balance()
+lock()
+failLock()
+unlock()
+failUnlock()
+charge_penalty()
+exit()

Checked

+charge_penalty()

Locked

+unlock()
+failUnlock()

Overdrawn

+deposit()
+balance()
+lock()
+failLock()
+exit()

Ready

+deposit()
+withdraw()
+balance()
+lock()
+failLock()
+exit()

OutputProcessor

Next Page

DataStore

Next page

Store1

Store2

Store3

Temporary

CLASS DIAGRAM

UML Class Diagram

DisplayBalance1
+Temporary temp
+DataStore
+balance
+display_balance()

MaxAttempts
+many_attempts()

IncorrectPinMsg
+incorrectPin_msg()

PromptPin
+prompt_pin()

LockMsg
+lock_msg()

UnlockMsg
+unlock_msg()

EjectCard
+eject_card()

Menu2
+display_menu()

Menu
+display_menu()

DisplayBalance2
+DataStore
+balance
+display_balance()

DisplayBalance
+display_balance()

OutputProcessor
+Temporary tmobj
+System1 sys1
+System2 sys2
+System3 sys3
+store_bal()
+store_pin()
+prompt_pin()
+incorrectPin_msg()
+display_balance()
+make_deposit()
+make_withdraw()
+lock_msg()
+unlock_msg()
+many_attempts()
+eject_card()
+display_menu()
+chargepenalty()

Menu1
+display_menu()

Penalty1
+Store1 st
+int prev_bal
+int tot
+chargepenalty()

Withdraw1
+DataStore st
+int amt
+int prev_bal
+int tot
+make_withdraw()

Withdraw
+make_withdraw()

Penalty
+chargepenalty()

Withdraw2
+DataStore st
+float amt
+floatprev_bal
+float tot
+make_withdraw()

Penalty2
+Store2 st
+float prev_bal
+float tot
+chargepenalty()

Storage
+store_bal()
+store_pin()

Deposit1
+DataStore st
+int amt
+int prev_bal
+int tot
+make_deposit()

Deposit
+make_deposit()

Systems
+getStoreddata()
+getdispMenuobj()
+getbalanceobj()
+getwithdrawobj()
+getdepositobj()
+getpenaltyobj()

Storage1
+store_bal()
+store_pin()

Storage2
+store_bal()
+store_pin()

Storage3
+store_bal()
+store_pin()

Deposit2
+DataStore st
+float amt
+float prev_bal
+float tot
+make_deposit()

System1
+getStoreddata()
+getdispMenuobj()
+getbalanceobj()
+getwithdrawobj()
+getdepositobj()
+getpenaltyobj()

System2
+getStoreddata()
+getdispMenuobj()
+getbalanceobj()
+getwithdrawobj()
+getdepositobj()
+getpenaltyobj()

System3
+getStoreddata()
+getdispMenuobj()
+getbalanceobj()
+getwithdrawobj()
+getdepositobj()

Store1

+int bal
+String pin

+setpin(String y)
+setbal(int x)
+getpin()
+getbal()

Store2

+float bal
+int pin

+setintpin(int y)
+setfloatbal(float x)
+getintpin()
+getfloatbal()

Store3

+int pin
+int bal

+setintpin(int y)
+Operation1(int x)
+setbal()
+getbal()
+getintpin()

DataStore

+setpin(String y)
+setbal(int x)
+getpin()
+getbal()
+setintpin(int y)
+setfloatbal(float x)
+getintpin()
+getfloatbal()
+set_atm(int a)
+get_atm()
+settempintbal(int x)
+settempstringpin(String y)
+settempintdeposit(int d1)
+settempintwithdraw(int w1)
+gettempintbal()
+gettempstringpin()
+gettempintdeposit()
+gettempintwithdraw()
+settempfloatbal(float x)
+settempintgpin(int y)
+settempfloatdeposit(float d)
+settempfloatwithdraw(float w)
+gettempintpin()
+gettempfloatbal()
+gettempfloatdeposit()
+gettempfloatwithdraw()

Temporary

+static int atm
+int b
+int w
+int d
+String p
+float b1
+float w1
+float d1
+int p1

+set_atm(int a)
+get_atm()
+settempintbal(int x)
+settempstringpin(String y)
+settempintdeposit(int d1)
+settempintwithdraw(int w1)
+gettempintbal()
+gettempstringpin()
+gettempintdeposit()
+gettempintwithdraw()
+settempfloatbal(float x)
+settempintgpin(int y)
+settempfloatdeposit(float d)
+settempfloatwithdraw(float w)
+gettempintpin()
+gettempfloatbal()
+gettempfloatdeposit()
+gettempfloatwithdraw()