Account - 1 | DATA 1 | MDA-Context | Start | Output-Processor | Account1 Concrete factory | Store Data 1

Open(521, 126, 150)

SetTempA(31)

TempA = 150

SetTempY(126)

TempY = 123

SetTempX(150)

TempX = 324

Open()

Open()

StoreData1()

getStoreData1()

new StoreData1()

Sequence diagram with lifelines: Account-1, DATA-1, MDA Context, Start, Output Processor, Account Concrete Factory, Store Data

- StoreData (data)
- getTempP()
- tempP=321
- SetId(321)
- get TempX ()
- tempX=123
- Set Pin(123)
- get tempY ()
- tempA=150
- Set Balance (150)

Account 1 | Data 1 | MDA Context | Start | Output Processor | Account 1 Concrete factory | IDLE

If CurrentState == 0
Set State = 1

Login (123)
get F1()
if Y = Id

login ()

Attempts = 0

login()

login()

prompt for pin ()

get prompt for pin ()

new prompt for pin ()

Sequence diagram with lifelines: Account1, Data1, MDA Context, Output processor, Account1 ConcreteFactory, Prompt for PIN, IDLE

Prompt for Pin()
Print Enter pin

If State = 1
State = 2

Pin(321)
getpin()
(321)
321 == 321

get Balance()
150 > 100
correct Pin Above min()

Sequence diagram with lifelines: Account1, Data1, MDAContext, Output processor, Account1 concretefactory, CheckPin, DisplayMenu

Messages:
- CorrectpinAboveMin()
- DisplayMenu()
- getDisplayMenu()
- new DisplayMenu()
- DisplayMenu()
- Print
  - Transaction Menu
  - Balance
  - Withdraw
  - Deposit
  - Lock
  - Unlock

Account1 | Data1 | MDA Context | Output processor | Account1 ConcreteFactory | Ready

If State = 2
State = 3

Withdraw(70)

Set tempW(70)

TempW = 70

Withdraw()

RealWithdraw()

make Withdraw()

get MakeWithdraw()

new MakeWithdraw()

UML Sequence Diagram

Participants: Account 1 | Data 1 | MDA Context | Output processor | Account 1 Concrete factory | Ready 1 | Make Withdraw

- MakeWithdraw(data)
- getbalance()
- 150
- b = 50
- get temp W()
- 70
- Bal = 150 - 70
- SetBalance (80)
- If State = 3
  State = 4

Account1 | Data1 | MDA Context | Output processor | Account1 Concrete factory | Ready

GetBalance()

80

bal > 80

Above Min Balance()

If State = 4
State = 3

balance()

balance()

balance()

display balance()

get display balance()

new display balance()

Account1 | Data1 | MDAContext | Output-processor | Account1 Concrete factory | Ready | Display Menu

displayBalance(data)

getBalance

80

Current Balance is 80

Logout()

Logout()

If state = 203014

State = Idle