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## Analysis of Design Deficiencies:

* The diagrams depict a straightforward use case of a cash withdrawal at an ATM. The process is initiated when a user attempts to withdraw money, requiring PIN verification and determining the amount to be withdrawn.
* The interactions in this use case start with the user entering a card into the ATM. The ATM then prompts the user for a PIN. Once the PIN is verified (or not, in the case of an incorrect PIN), the user is then prompted to input the desired withdrawal amount. Following this, if the requested amount is available, the ATM dispenses the cash and generates a receipt, which is then printed out for the user. The information passed back and forth primarily pertains to PIN validation and the amount to be withdrawn.

## Analysis of Design Deficiencies:

* **No Provision for Invalid PIN in the Sequence Diagram**: The sequence diagram doesn't show any feedback or action in the scenario where the user enters an incorrect PIN, which can confuse or mislead the reader.
* **Lack of Balance Check**: The diagrams don’t indicate any step where the user’s account balance is checked before dispensing cash. This could lead to an oversight where the ATM might proceed to dispense cash without ensuring the user has sufficient balance.

## UML Activity Diagram

## UML Sequence Diagram:

