* What use case is being described by these diagrams?
  + In both diagrams, we are seeing a banking customer attempt to withdraw an amount from the bank’s ATM.
* What interactions are involved in this use case? What information is being passed back and forth?
  + Various interactions are happening in this diagram. The user enters his/her card. Enters his/her PIN. Enters the amount he/she would like to withdraw. The ATM asks for the user’s PIN, verifies the PIN with the bank, asks for the withdrawal amount, and dispenses cash. Then bank responds to the ATM as to whether the PIN is valid or not.
  + Various types of information are being passed as well. Card information, PIN data, amount of money needed as well.
* Two deficiencies in the logic or functionality of the current design
  + When a customer enters an incorrect PIN, there should be an error message and the customer should be allowed to enter their PIN at least a few more times. Currently the entire activity terminates, and the customer would have to enter their card again and start over.
  + Similarly, when the requested amount is not available, the activity is also terminated after a receipt is printed. Customer experience would be better if the customer was asked to re-enter a valid amount instead of starting the entire process over again.

Diagram

Description automatically generated