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## **The task of third week**

The third team task is to complete the remaining four diagrams.

Understanding usage and Parsing the meaning of each graph.

### **1. Sequence diagram:**

Sequence Diagram Elements:Actor, Object, Lifeline, Focus of Control, Message, Self-Message.

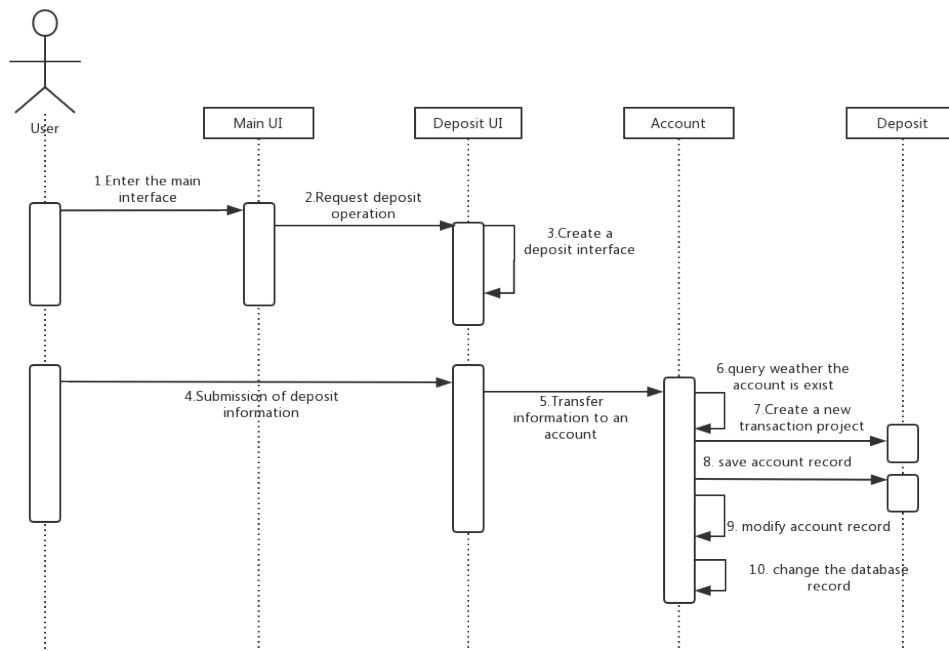
Sequence diagram is a graph that displays the interaction between objects.

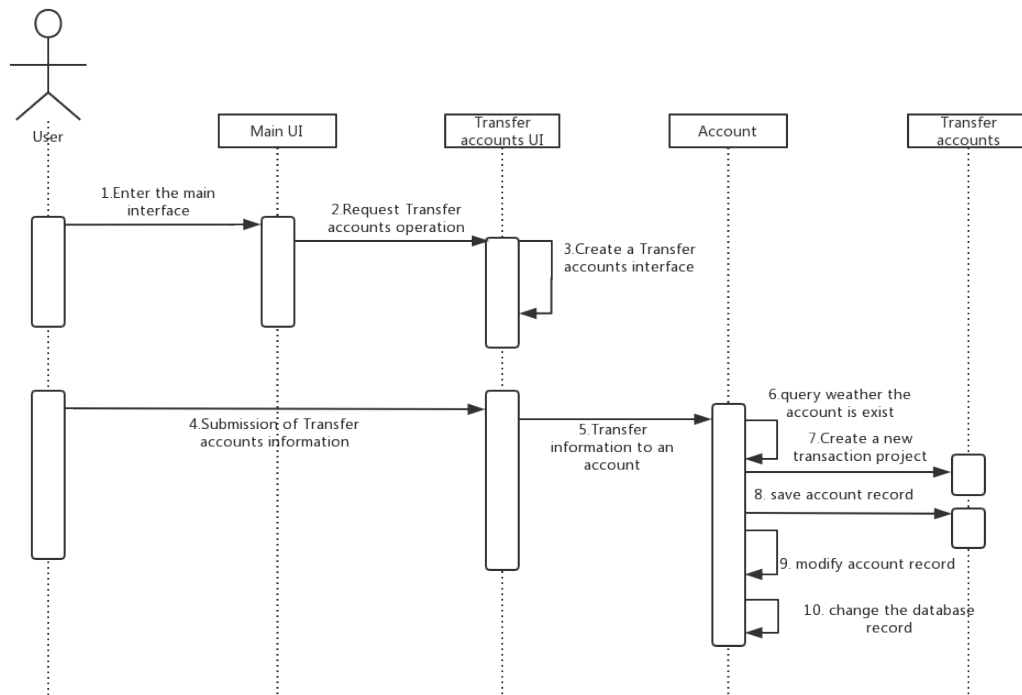
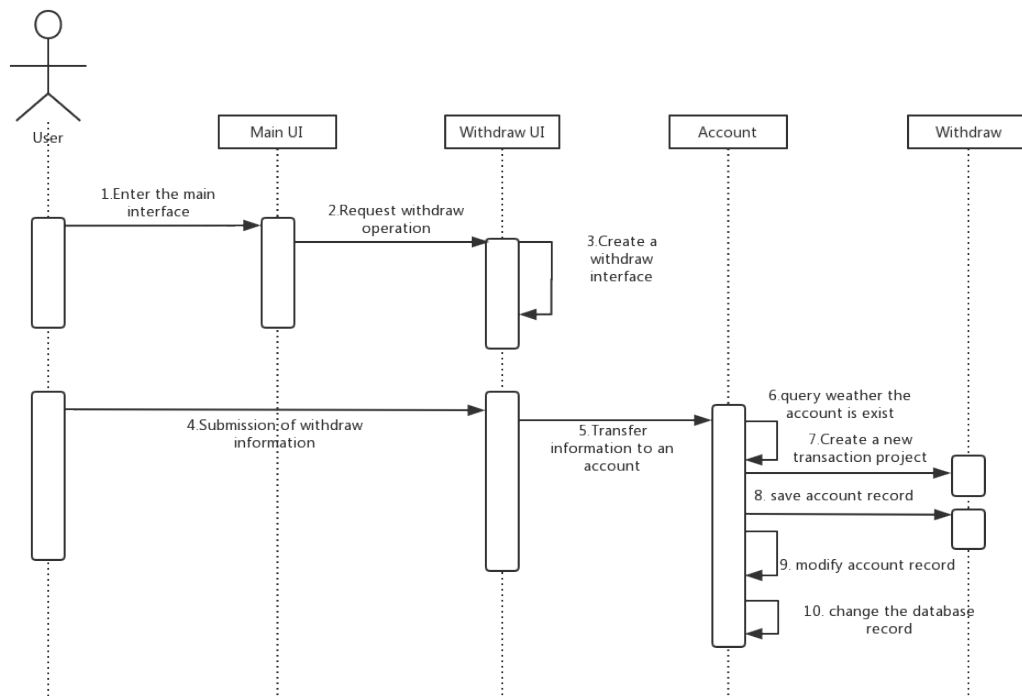
Our team design three Sequence diagrams,but they are Similar.I will explain one Sequence.

For Deposit Sequence diagram,We do the following operation:

The user inserts the bank card, the password enters the ATM business interface correctly, chooses the deposit operation, submits the deposit

information (for example, the total number of deposits), completes the operation, the database updates the account information.





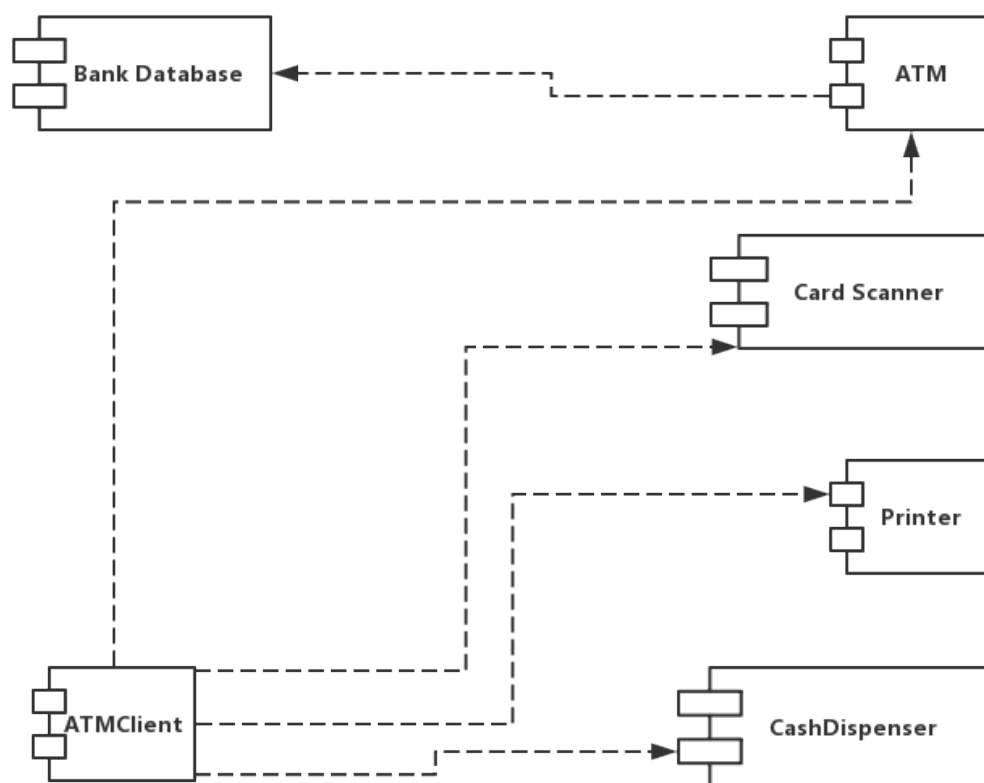
## 2. component diagram:

Component diagram is a diagram showing the level of implementation

of the structure of the code itself.

The following picture shows that the user can insert a card, print, and cash a cash machine.

A component representing a physical implementation block of a system that represents the physical packaging of logical model elements such as classes, interfaces, collaboration, and so on.

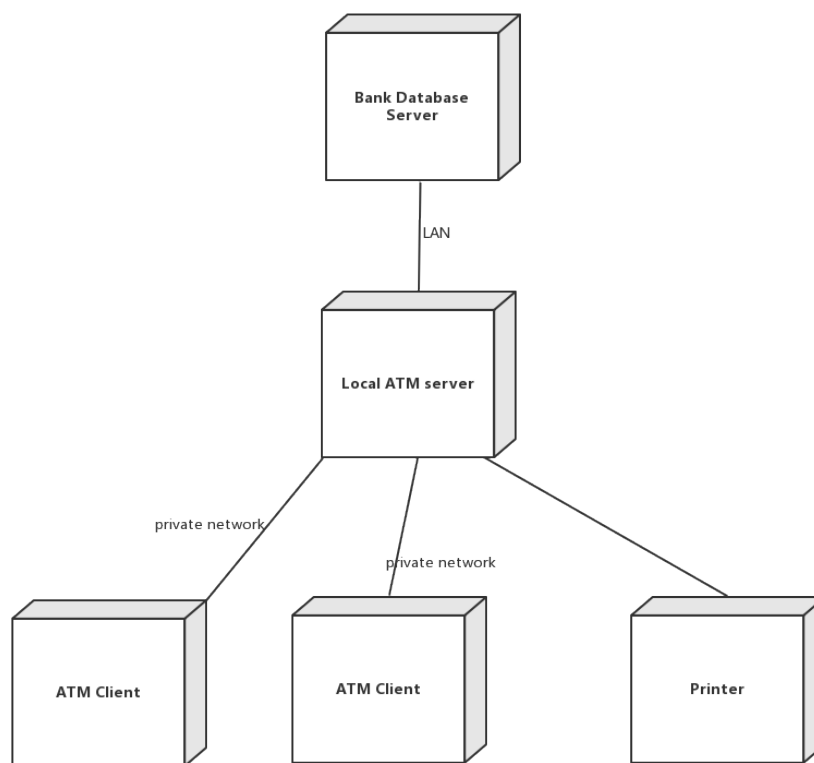


### 3. deployment diagram

The deployment diagram describes the structure of the system runtime, showing the configuration of the hardware and how the

software is deployed to the network structure. A system model has only one deployment diagram, and a deployment diagram is usually used to help understand a distributed system.

Deployment Diagram Elements: Node, Node Instance, Node Stereotypes, Thing, Connect, Node container



#### 4. State chart diagram:

State diagram focuses on describing the state from the result of behavior. It is a process from one state to another, with the participation of external events.

Statechart is mainly used to describe the dynamic behavior of an object during its lifetime. It is shown as a sequence of states that an object experiences, an event that causes state transition and actions that are accompanied by state transition. In general, a state machine can be used to model the life cycle of an object, and the state diagram is used to display the state machine, focusing on the control flow with the state diagram.

