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## The task of second week

In the second week, our task is drawing four kinds of UML diagrams, to complete every step according to the needs of our group in drawing process, and to understand and understand the benefits of this picture after each picture is completed.

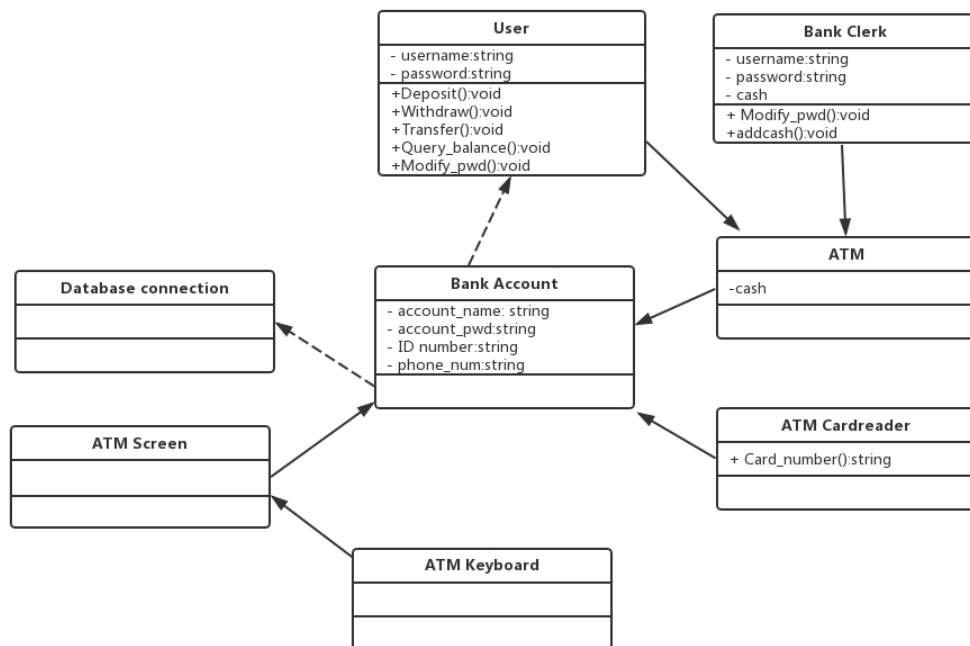
### 1. Class diagram

Generally, it consists of 3 components. The first is the class name; the second is the attribute, and the third is the method that the class provides.

Here,we display eight Class and the relationship between each class.

For example,the Class User has two private attributes.They are username and password ,the data type is string.And the five public methods:Deposit(),Withdraw(),Transfer(),Query\_balance,Modify\_pwd().

Many class is Depending on other Class.There are some relationship between different Class.



## 2.Use case diagram:

We set up two types of actor based on the requirements, one is a common user, the other is a bank clerk.

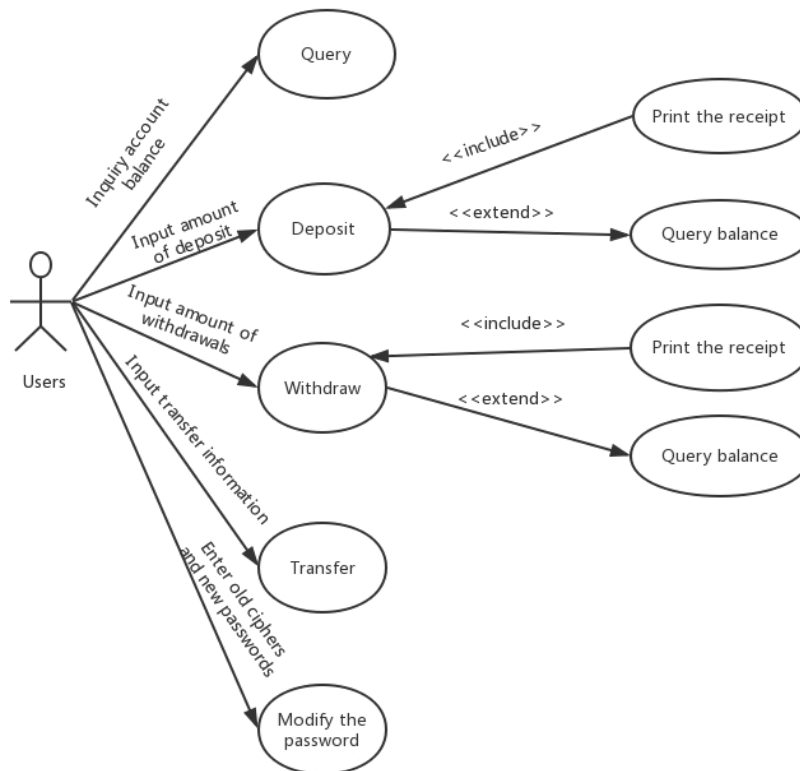
For the user,there are seven kinds Use

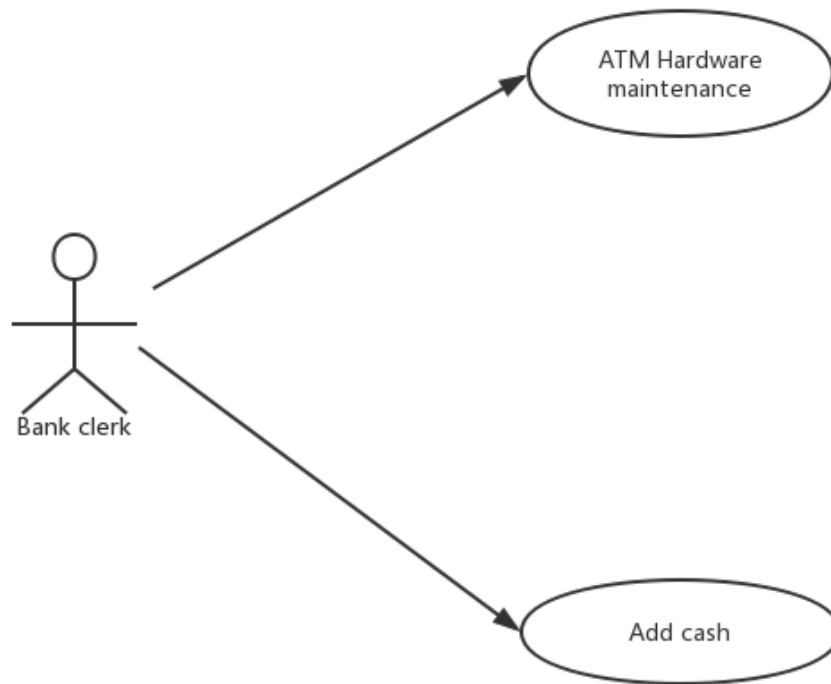
case:Query,Deposit,

Withdraw,Transfer modify the password,print the receipt and

Query balance.<<include>> and <<extend>> is the relationship of two different Use case.

For the Bank clerk,there are two Use case:ATM hardware maintenance and add cash.



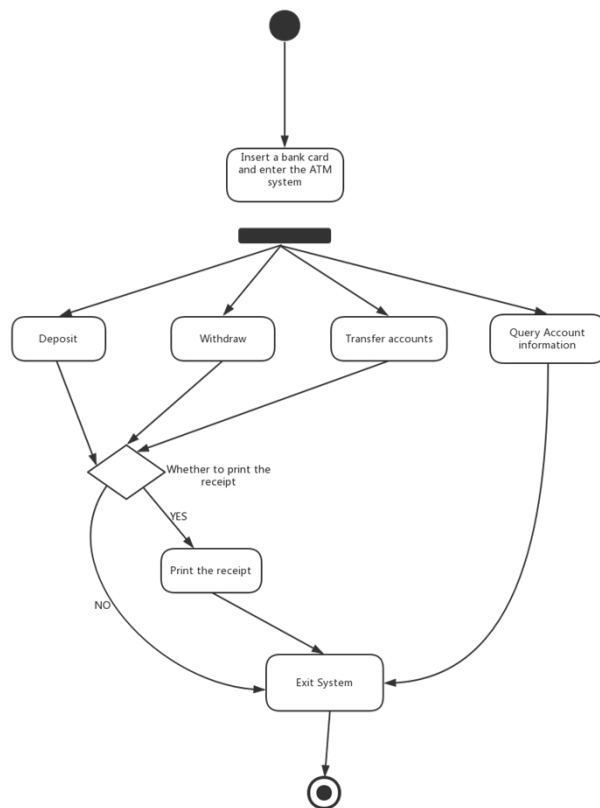


## 2. Activity diagram:

The Activity diagram Clarifies the Technological process of the business use case implementation.

The user insert a bank card and enter the ATM system. Then the user will go into a choice interface. The user can choose Deposit, Withdraw, Transfer accounts and Query Account information. If user choose Deposit operation, Withdraw or Transfer accounts. After the user finish these. The system will go to the next page: whether to print

the receipt. At last, exit the system.



#### 4 Collaboration diagram:

A collaboration diagram is an interactive graph that emphasizes the organization structure between the objects that send and receive messages. It can display the relationship between the object roles. It

consists of the following basic elements: the actor, the object, the connection, and the message.

For the ATM system, the actor is user. The ATM UI, ATM system and Bank are objects. The user input correct password to go into the ATM UI. Then the users send their own requests through the ATM system on ATM UI. After these, the Bank will update the information about the account.

