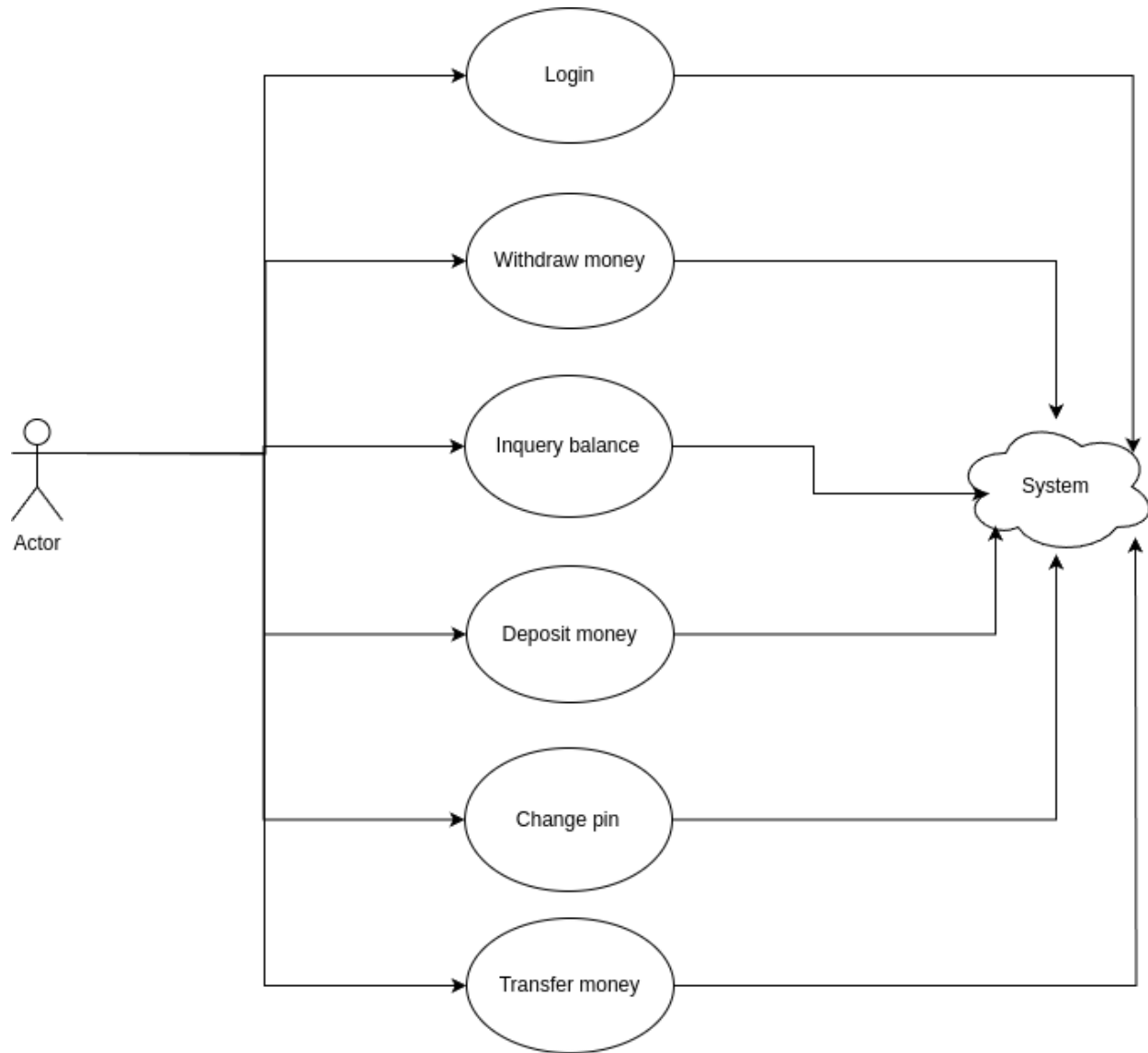


Question 1: WITHDRAW _ MONEY Use Case Description: Main Flow

User Action	System Response
1. User types in PIN into the main screen	1. System checks the validity of the PIN and presents options to the user.
2. User selects the "Withdraw Money" option	2. System prompts the user to enter the withdrawal amount.
3. User enters the withdrawal amount	3. System verifies if the account has sufficient funds.
4. User confirms the withdrawal amount	4. System processes the transaction and deducts the amount from the account.
5. System dispenses the cash	5. System confirms the successful transaction and updates the balance.
6. User takes the cash	6. System asks if the user wants a receipt.
7. User chooses whether to print a receipt or not	7. System prints a receipt (if requested) and asks if the user wants another transaction.
8. User selects "No" for another transaction	8. System ejects the card and displays a thank-you message.
9. User takes the card	9. System returns to the welcome screen.

Question 2: A use case diagram of Atm system



Question 3: The Project Management Tracking System

ProjectManager
- managerId - name

Feature
- featureId - name - description - status

Developer
- developerId - name

Project
- projectId - name - status

Release
- releaseId - releaseDate - version - status

FeatureAssignment
- estimatedTimeRemaining - dateAssigned

Question 4: class diagram for property management system

<i>Property</i>
- name: int - address: string - rent: string - id: long

trailer
- Parking Address: string

<i>PropertyOwner</i>
- name: string - propertyId: long - id: long

Condominium
- floor: int

House
- size: double

Admin
- name: string - email: string - id: int