

# **AUTOMATIC TELLER MACHINE**

Ex no: 2

Date:

## **AIM:**

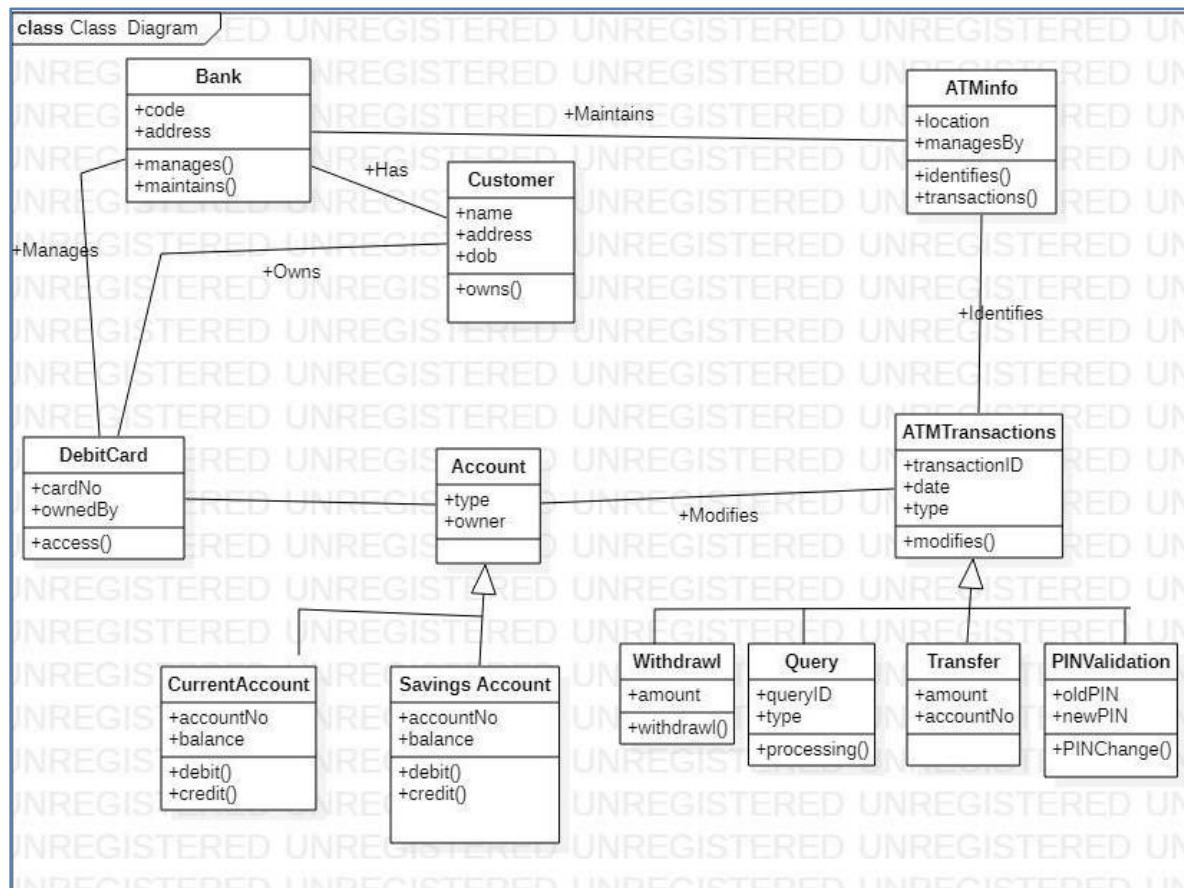
To design an UML model for Automatic teller machine using UML tools and design models.

## **PROBLEM STATEMENT:**

In ATM management system, the application of our system helps the customer in checking the balance and transaction of the amount by validating the pin number which makes it user friendly.

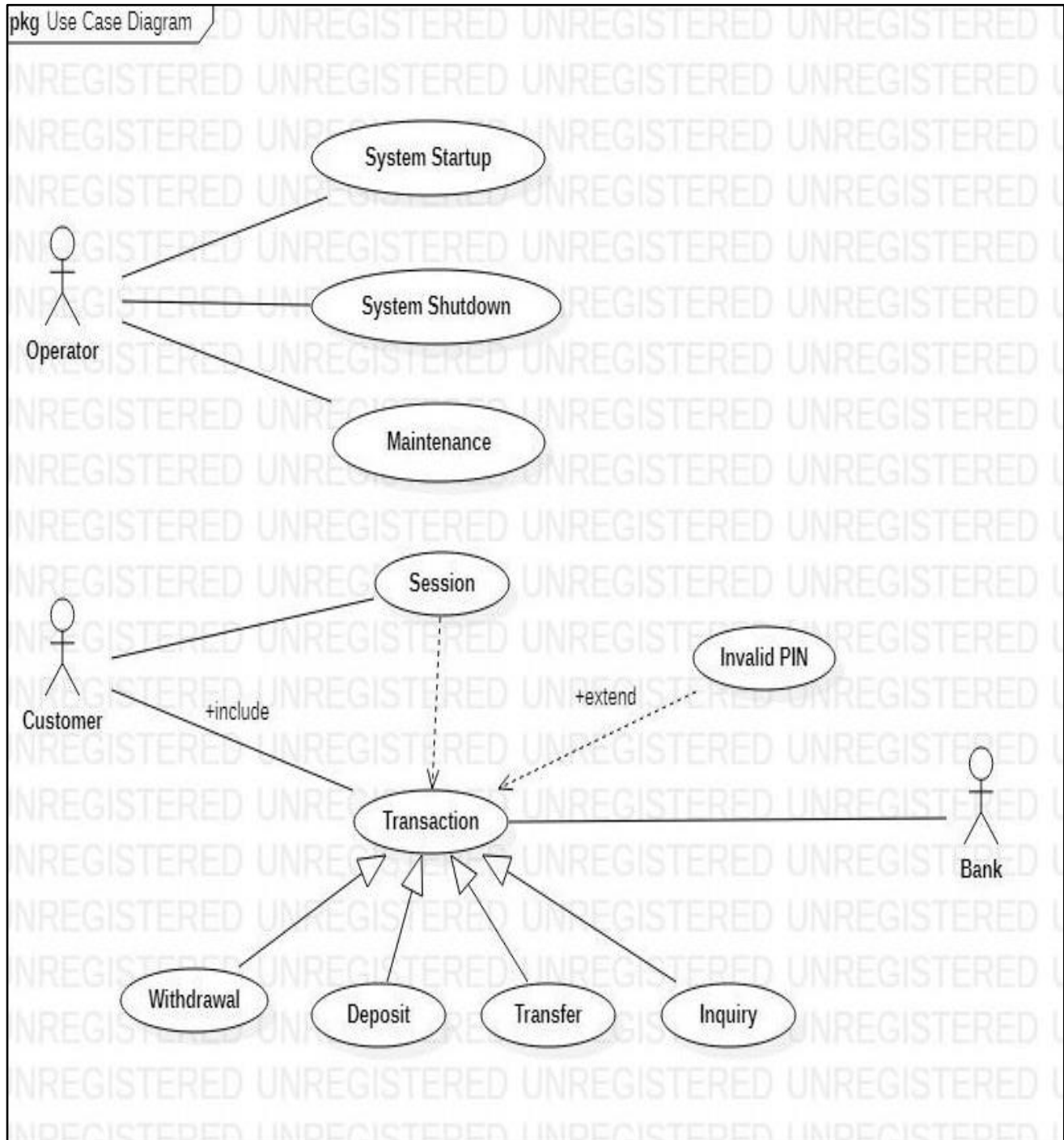
## **CLASS DIAGRAM:**

The purpose of the class diagram is to model the static view of an application. The class diagrams are used to describe responsibilities of a system and base for component and deployment diagrams. The main task of object modelling is to graphically show what each object will do in the problem domain. The problem domain describes the structure and the relationships among objects.



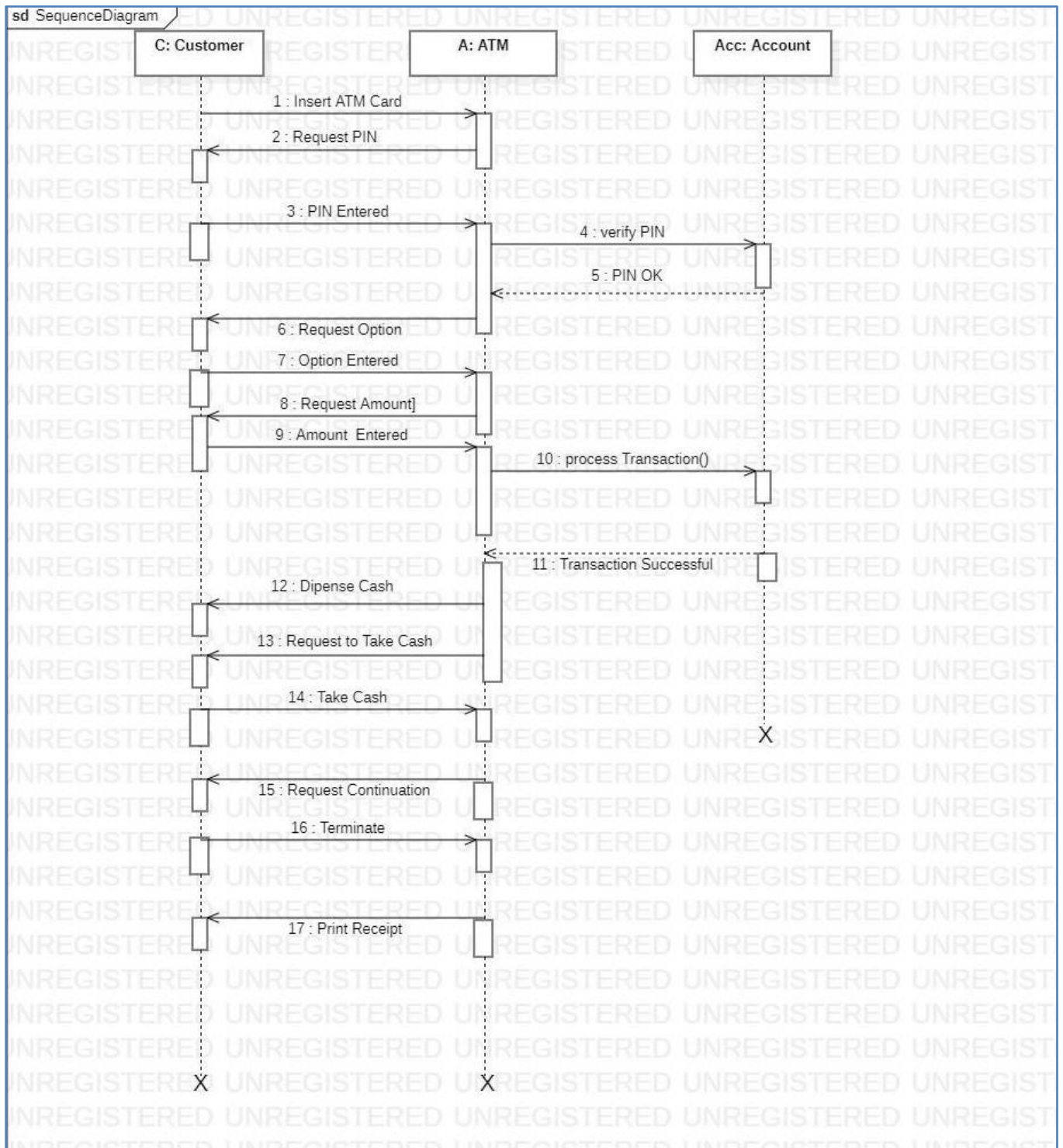
## USE CASE DIAGRAM:

The purpose of use case diagram is to capture the dynamic aspect of a system. Use case diagrams are used to gather requirements and get an outside view of a system. This diagram identifies external and internal factors influencing the system and show the interacting among the requirements are actors. The use case diagram consists of various functionality performed by actors like operator, customer and bank.



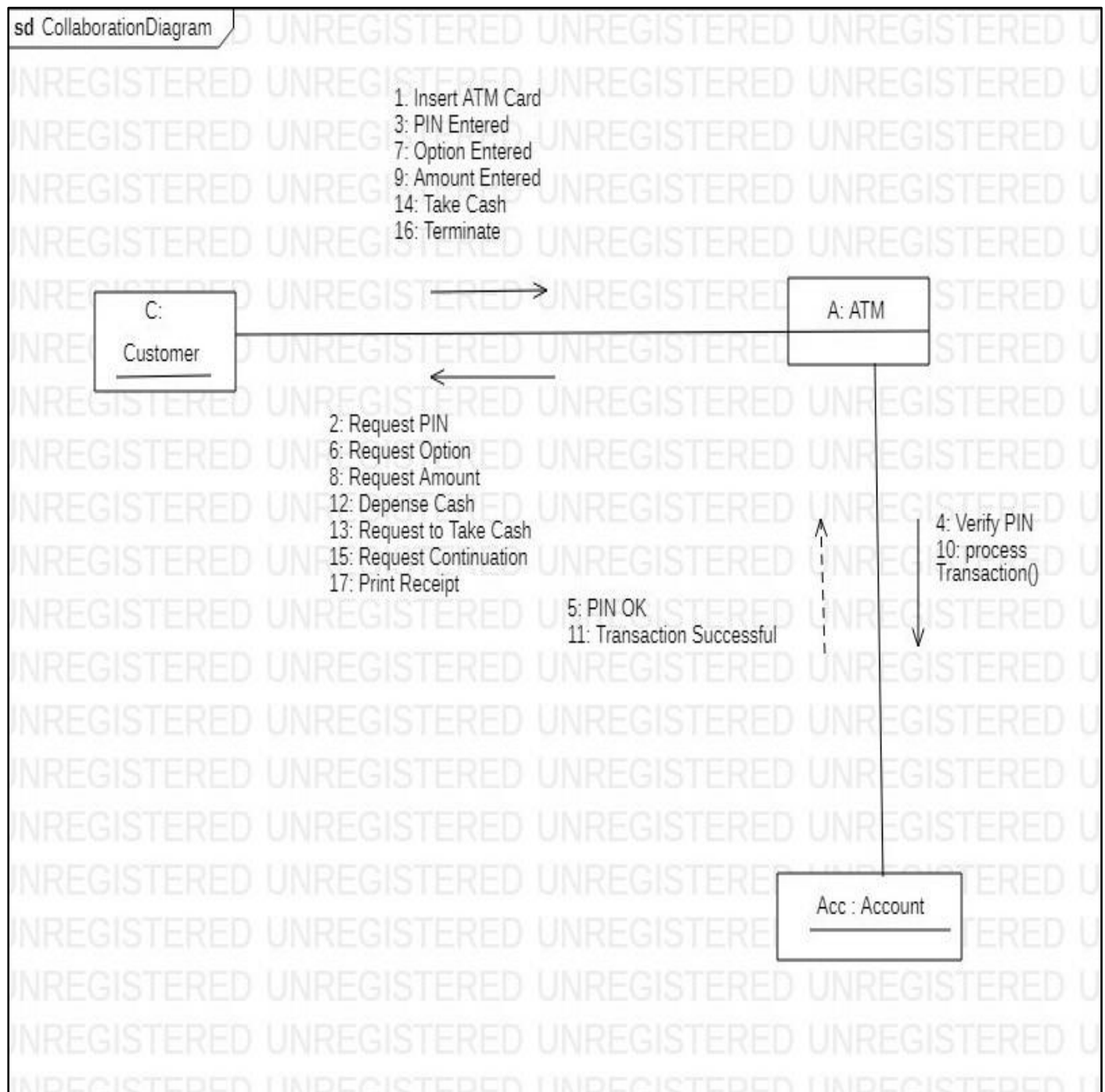
## SEQUENCE DIAGRAM:

Like sequence diagram and collaboration diagrams are also called as interaction diagram. A sequence diagram represents the sequence and interactions of a given USECASE or scenario. Sequence diagrams can capture most of the information about the system. Most object-to-object interactions and operations are considered events and events include signals, inputs, decisions, interrupts, transitions and actions to or from users or external devices.



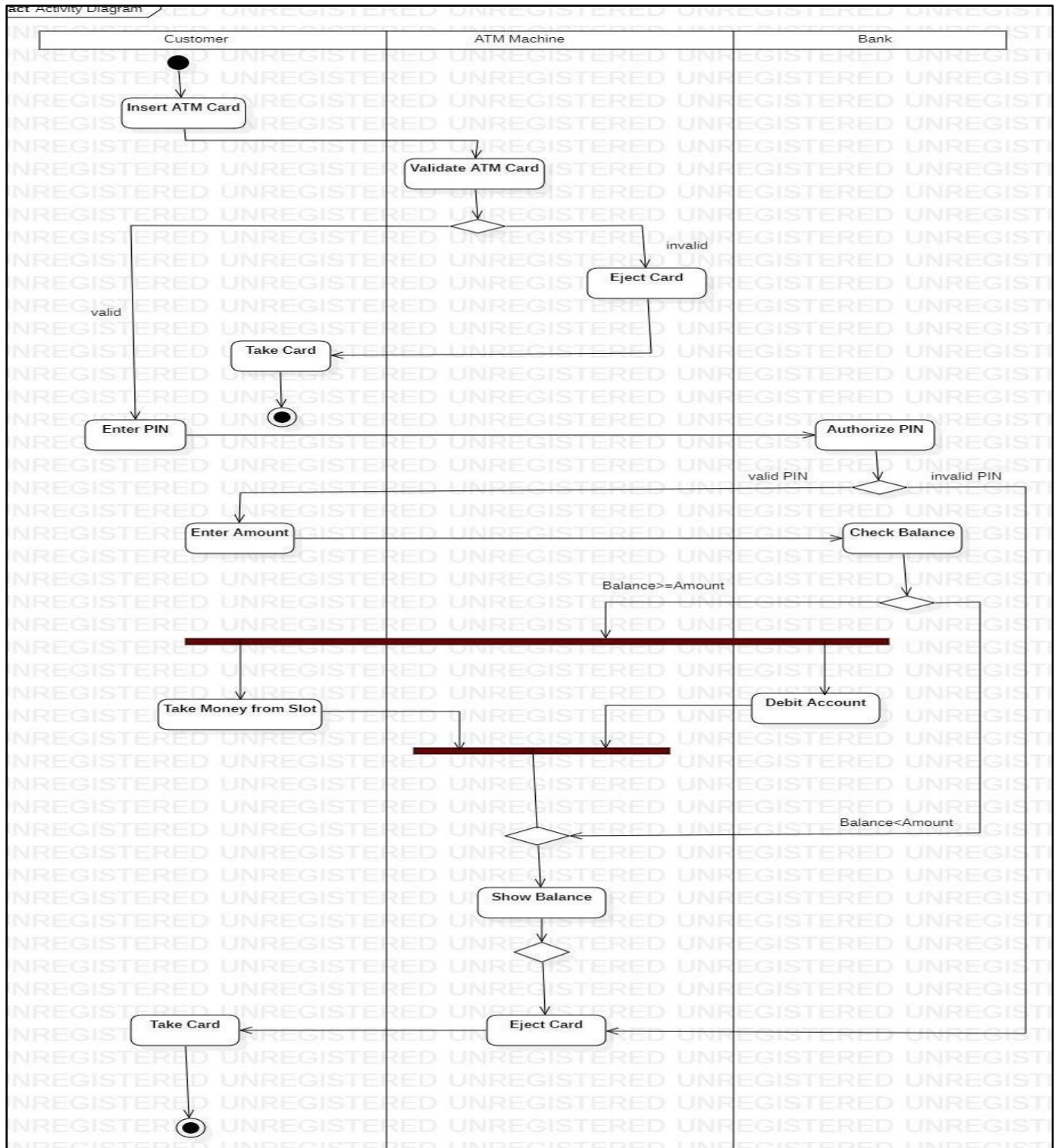
## COLLABORATION DIAGRAM:

The collaborations are used when it is essential to depict the relationship between the object. Both the sequence and collaboration diagrams represent the same information, but the way of portraying it quite different. The collaboration diagrams are best suited for analyzing use cases.



## ACTIVITY DIAGRAM:

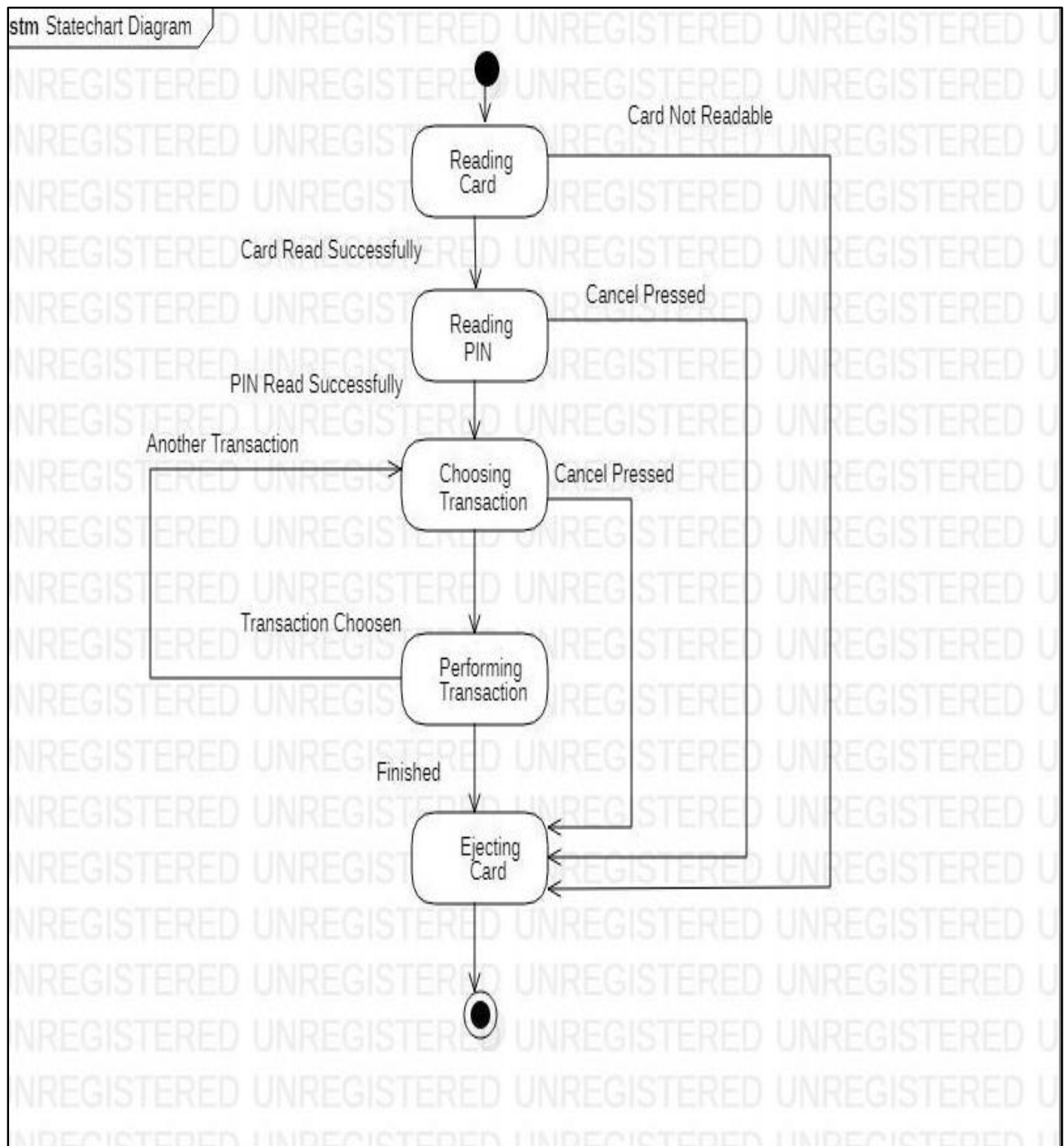
An activity diagram provides a view of the behavior of a system by describing the sequence of actions in a process. Activity diagrams are similar to flowcharts because they show the flow between the actions in an activity; however, activity diagrams can also show parallel or concurrent flows and alternate flows.





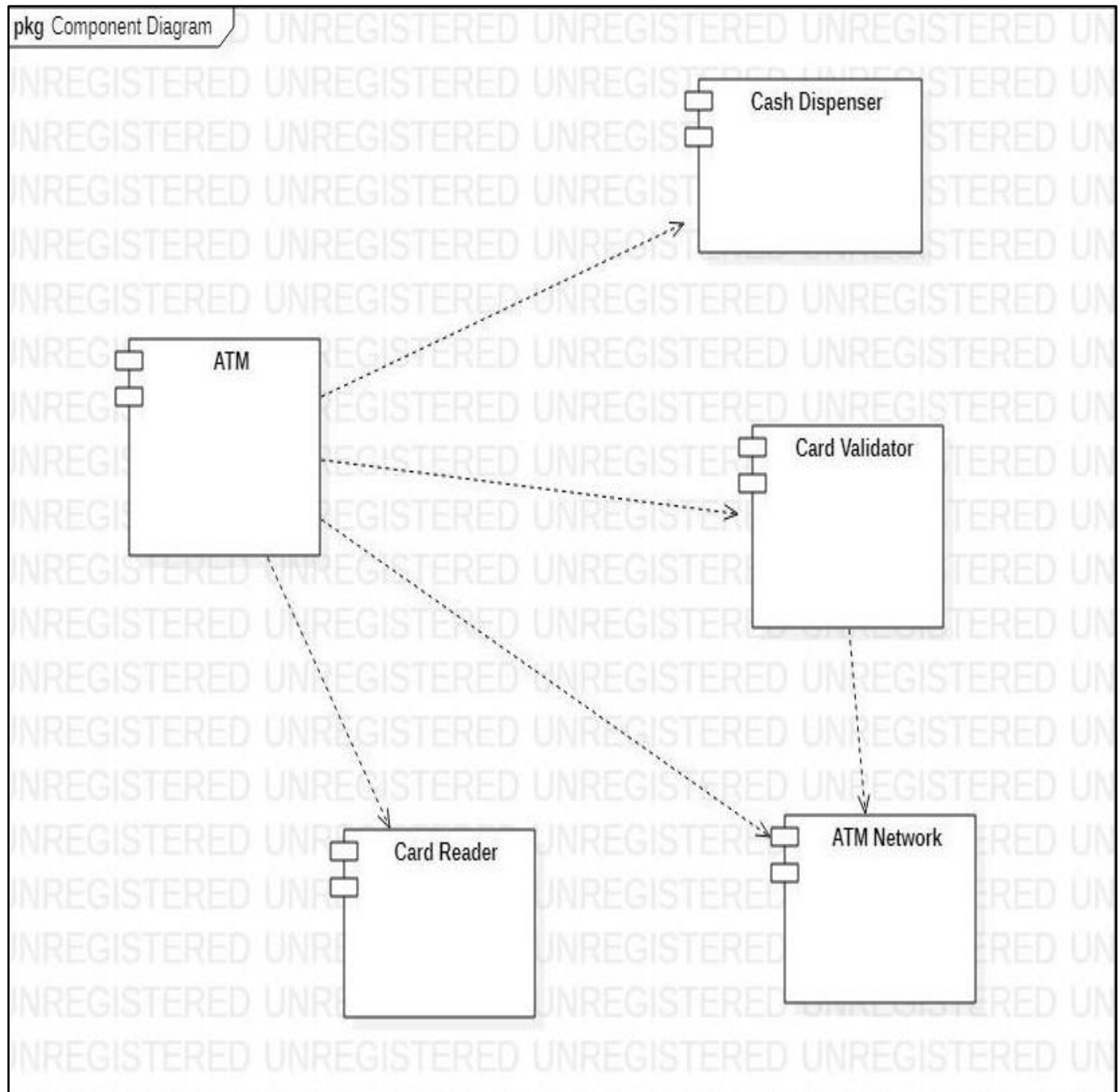
## STATE CHART DIAGRAM:

This diagram describes different states of a component in a system. The states are specific to a component/object of a system. A State chart diagram describes a state machine. State machine can be defined as a machine which defines different states of an object and these states are controlled by external or internal events.



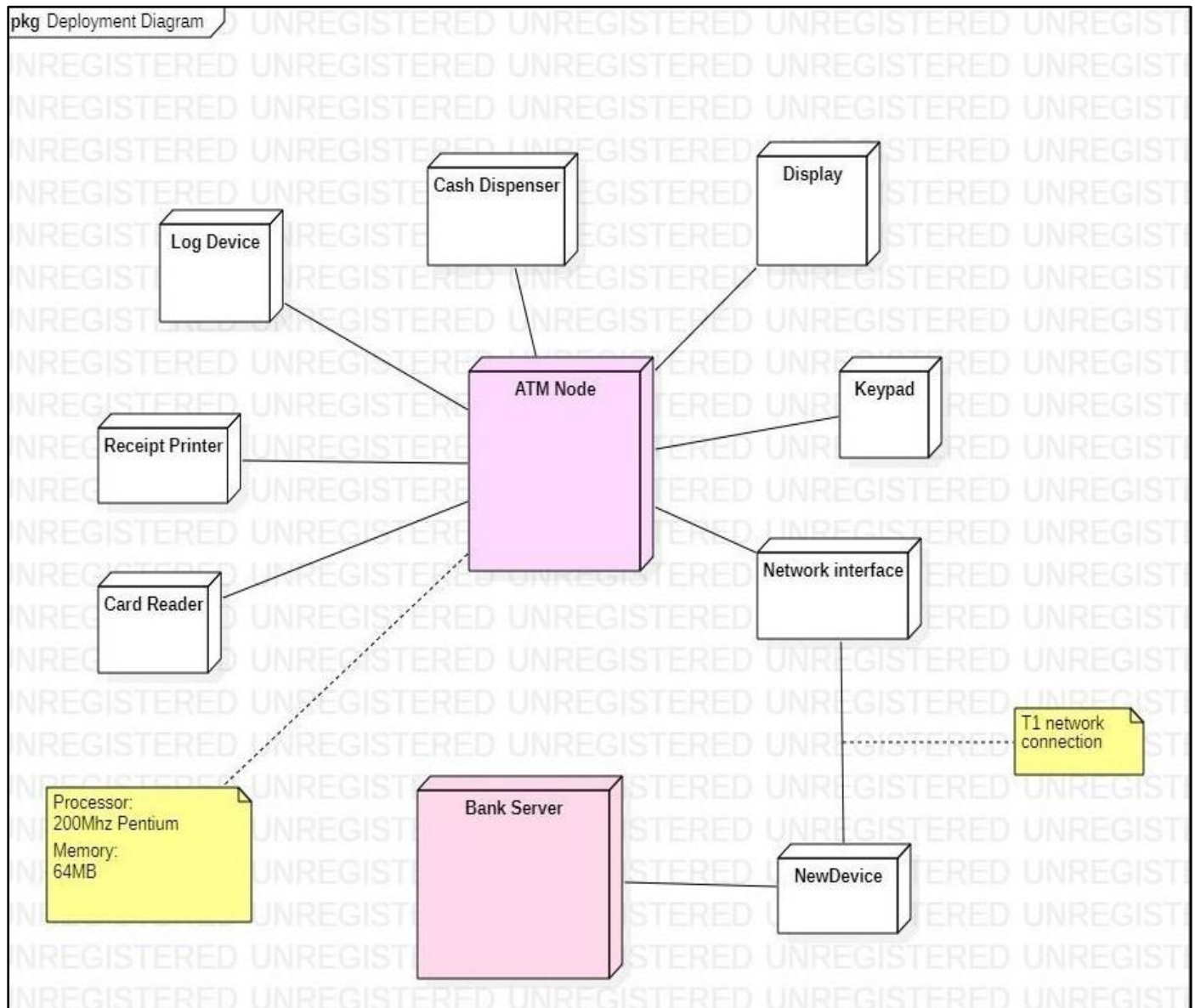
## COMPONENT DIAGRAM:

Component diagrams are used to visualize the organization and relationships among components in a system. These diagrams are also used to make executable systems. The purpose of the component diagram is to describe the organization and relationships of the components.



## **DEPLOYMENT DIAGRAM:**

Deployment diagrams are used for describing the hardware components, where software components are deployed. The purpose of deployment diagrams is to visualize the hardware topology of a system and used to describe the runtime processing nodes.



## **RESULT:**

Thus, the various UML diagrams for library management system was successfully drawn by using UML tools.