



FinalTermAssignment

Course Name: Object Oriented Software Analysis and Design

Submitted By:

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ID:12946

BS (SE-8) Section: A

Submitted To:

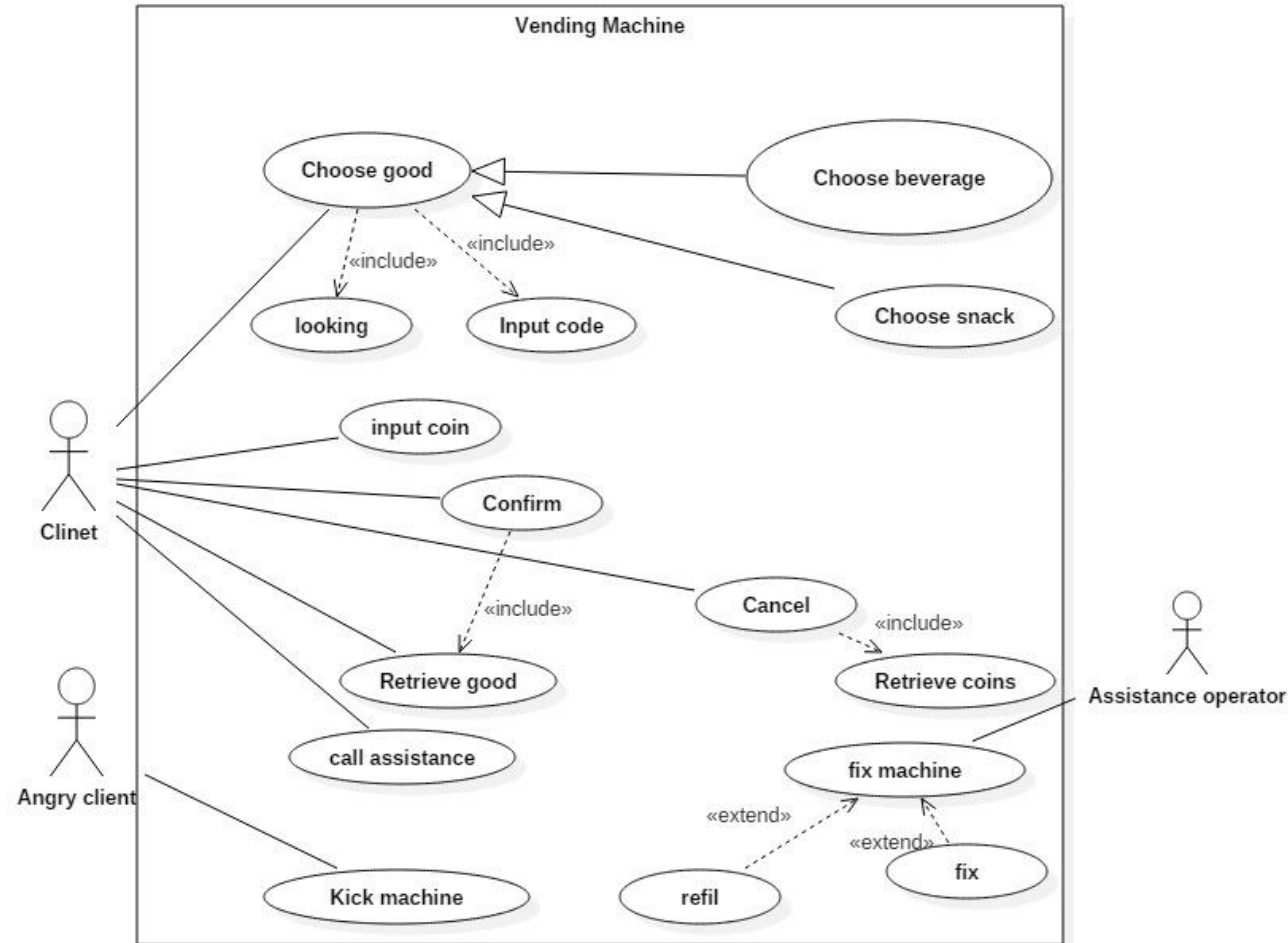
Sir Fahimullah

Dated: 23 june 2020

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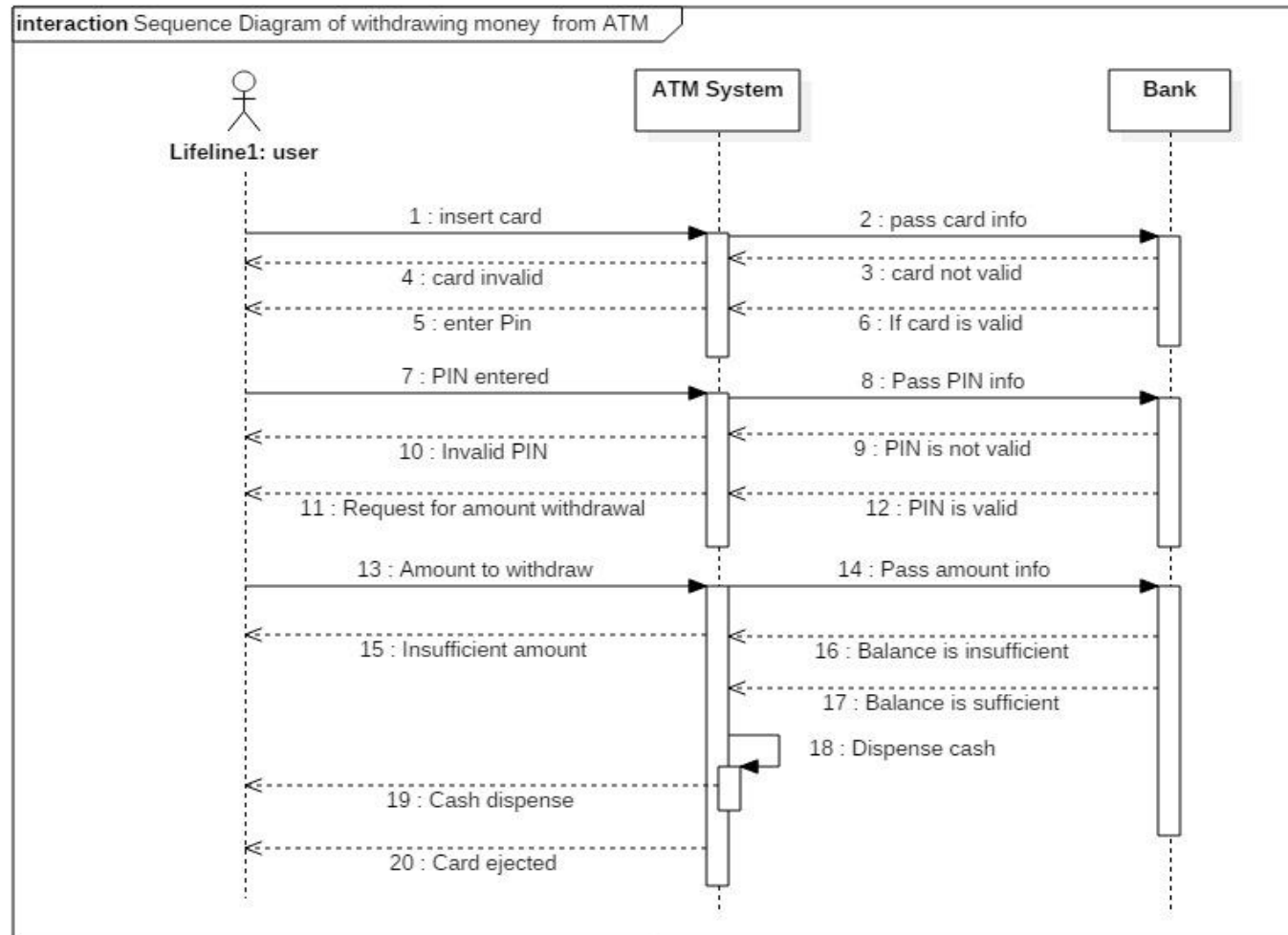
Q1: Draw Use Case diagram 10 Marks

Propose a use case diagram for a vending machine that sells beverages and snacks. Make use of inclusion and extension associations and remember that a vending machine may need technical assistance from time to time.



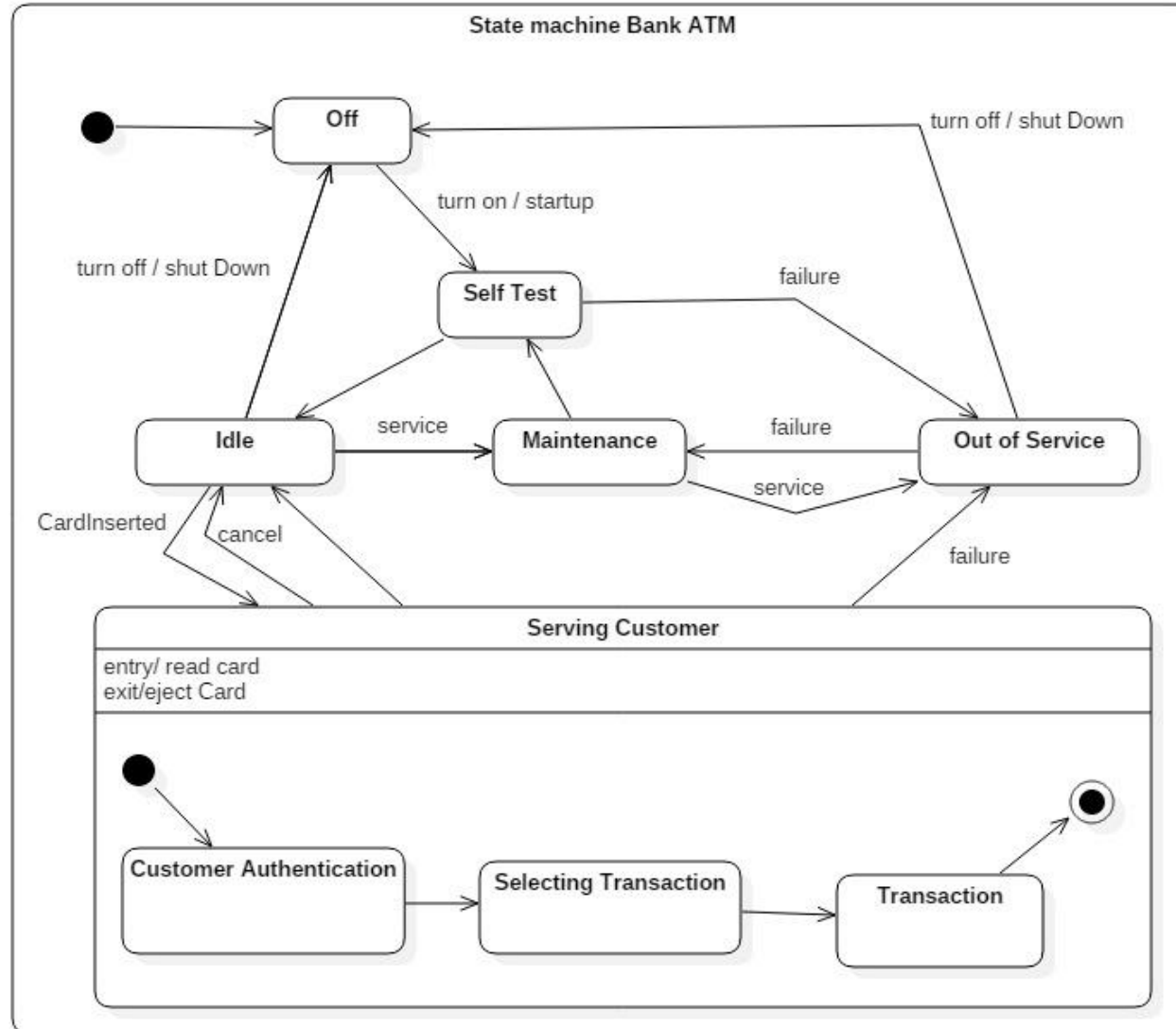
Q2: Draw Sequence Diagram 10 Marks

Model a scenario of the Withdraw Money use case of a Bank ATM system. The user is able to make withdrawal of money. The system employs a standard procedure of validating the card and account holder's password.



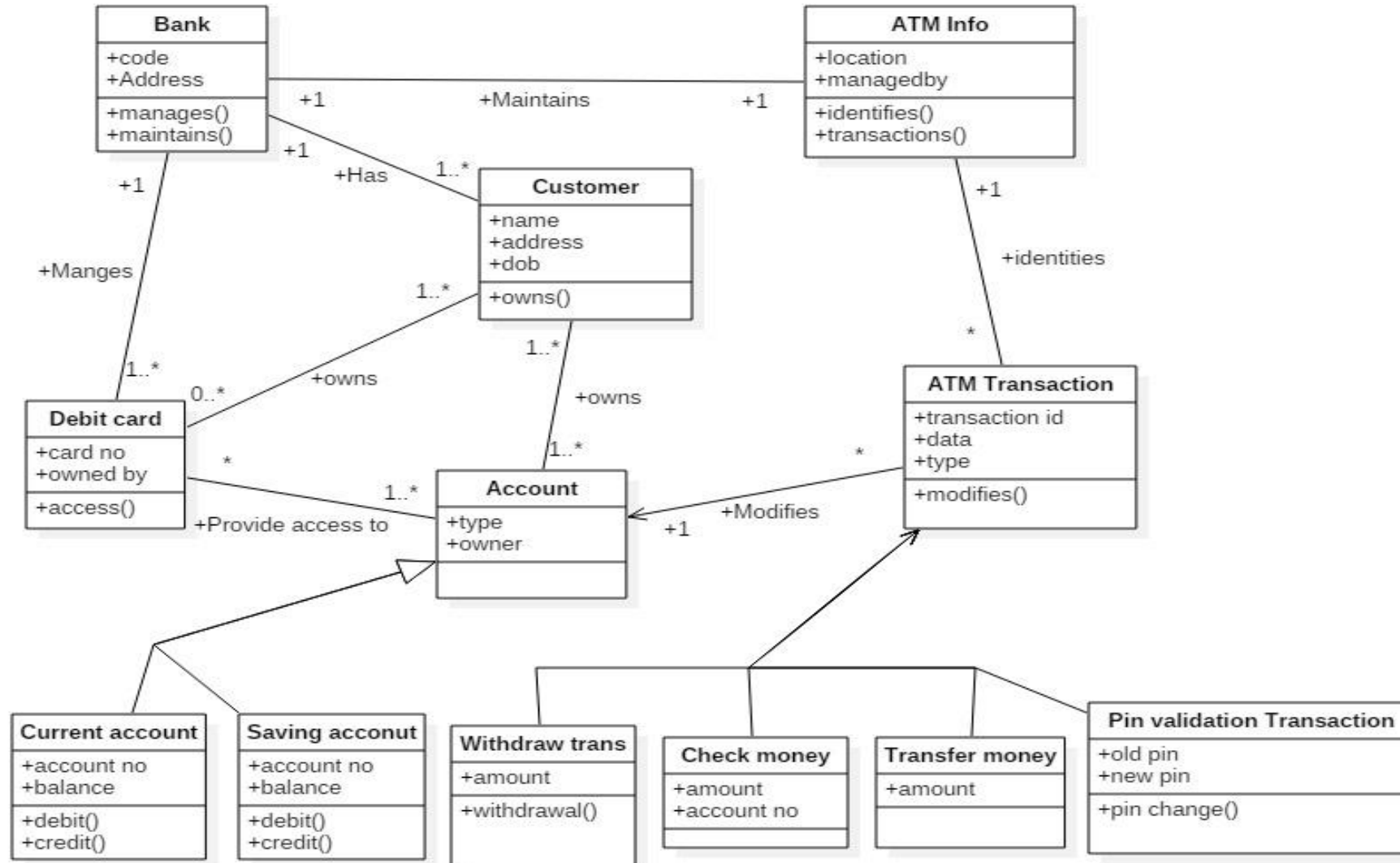
Q3: Draw State chart diagram 10 Marks

ATM is initially turned off. After the power is turned on, ATM performs startup action and enters Self Test state.....



Q4: Draw Class Diagram 10 Marks

Illustrate Class diagram for ATM Machine. The various Classes involved in the system are: Bank, Account, Customer Info, Debit Card, Current Account, Saving Account, ATM Info, ATM Transaction, Withdraw Transaction, Change Pin, Transfer Money, Check Balance.



Q5: Design Pattern

Suppose we have the following java files. Identify the pattern also Considering the java files draw class diagram.

