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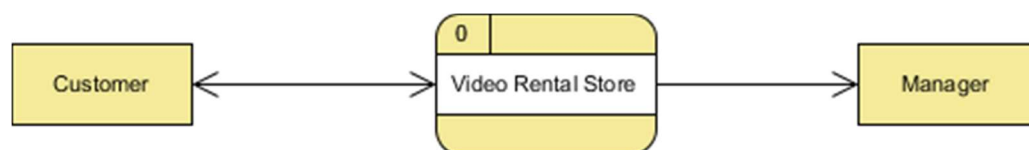
Section   B

Assignment   Software Engineering Final term

Submitted   To   Gissan Hussain

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Question :1 Draw a Context diagram for Video-Rental LTD?

Answer :1 `Context DFD`

The figure below shows a context Data Flow Diagram that is drawn for a video rental system. It contains a process (shape) that represents the system to model, in this case, the "*Video Rental Store*". It also shows the participants who will interact with the system, called the external entities. In this example, there are two external entities, namely *Customer* and *Manager*. In between the process and the external entities, there are data flow connectors indicating the existence of information exchange between customer and the system.
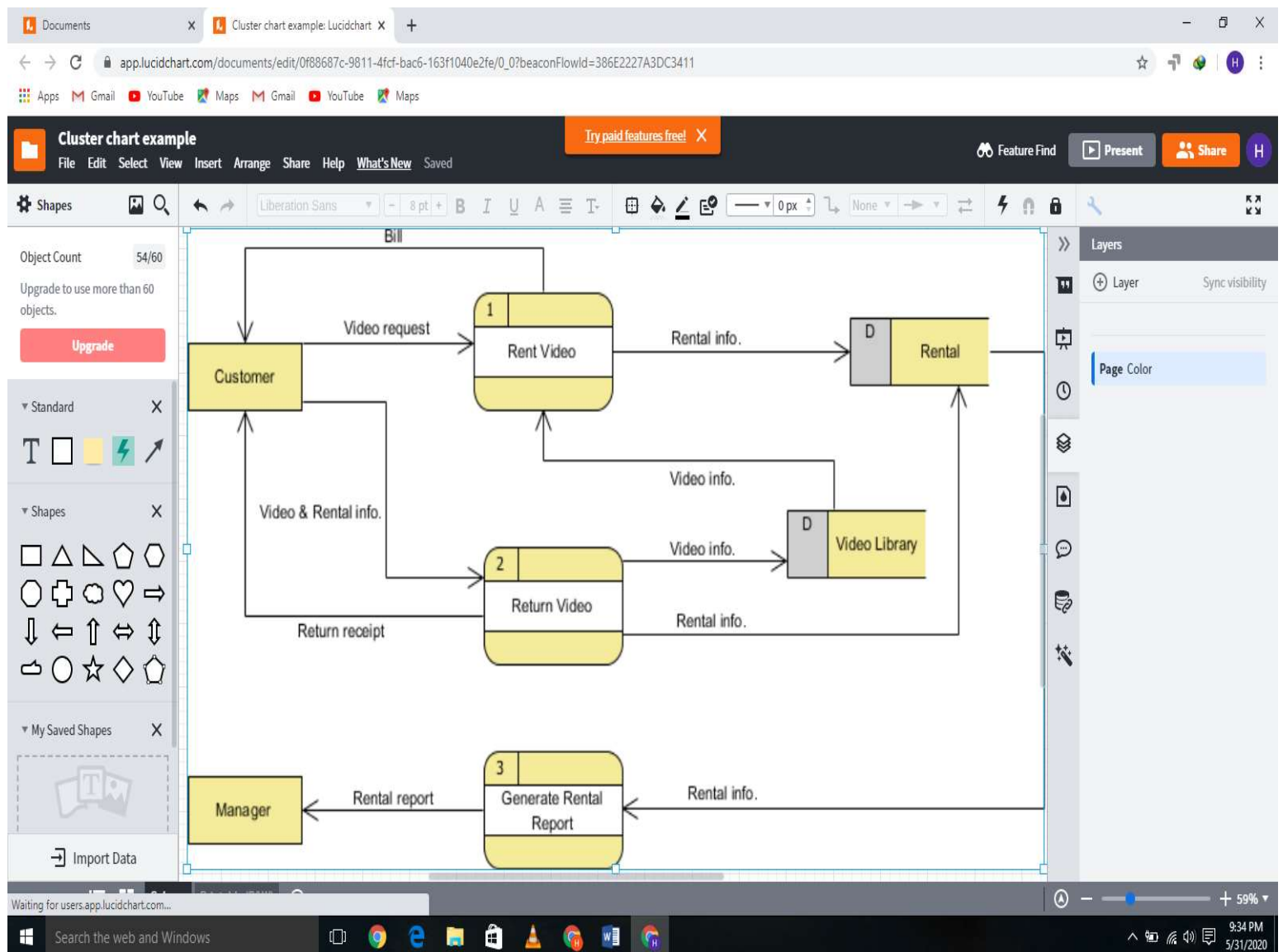

Context DFD is the entrance of a data flow model. It contains one and only one process and does not show any data store, which makes the diagram simple

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Q.2: Draw a Level 1 Data Flow Diagram (DFD) for the above case study?

Level 1 DFD

The figure below shows the level 1 DFD, which is the decomposition (i.e. break down) of the video rental system that is shown in the context DFD. Read through the diagram and then we will introduce some of the key concepts based on this diagram.
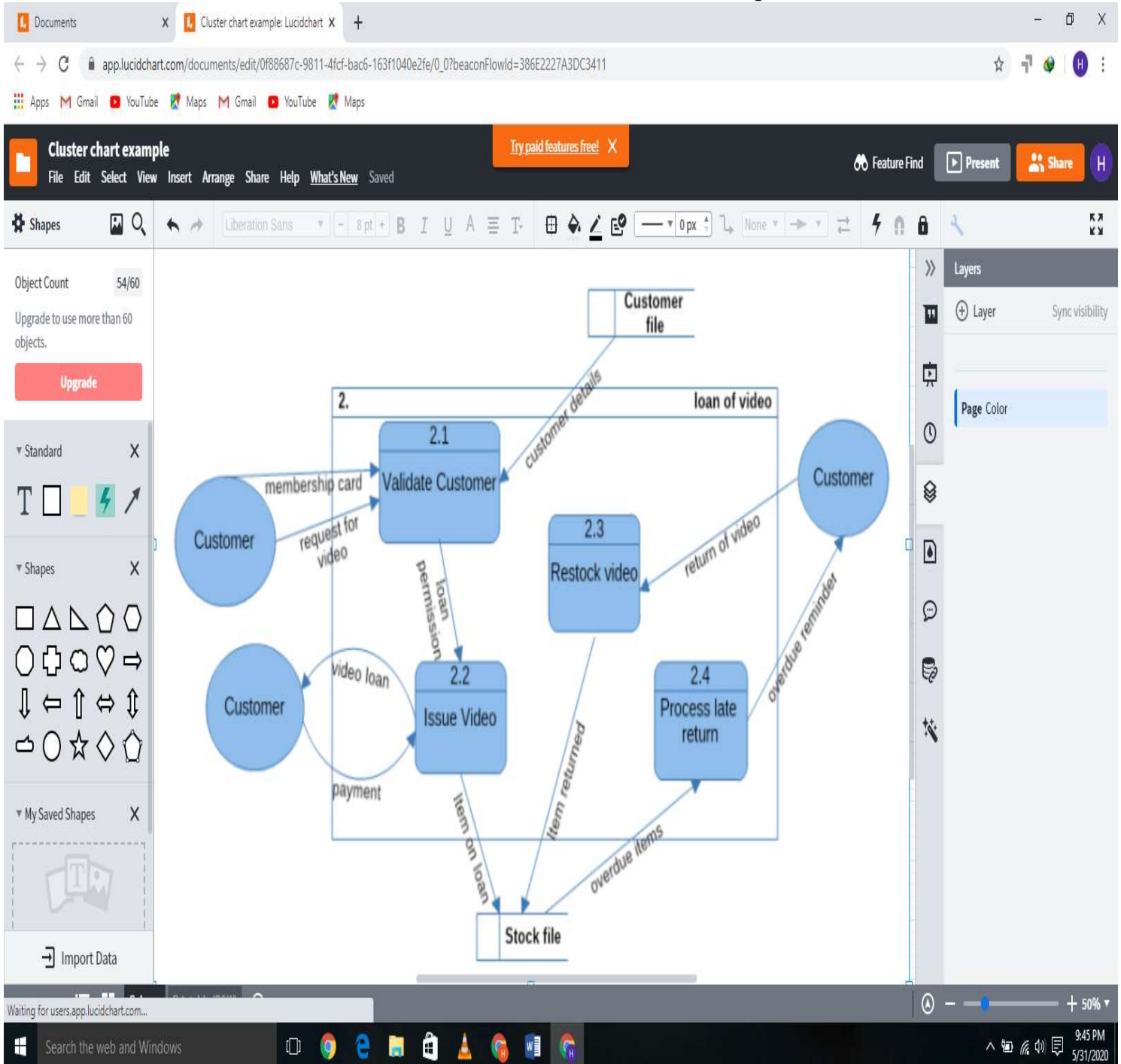

Q.3: Draw a Level 2 DFD for Video-Rental LTD case study stated above?

This is a level 2 Data Flow Diagram illustrating a video rental system. This level of DFD concentrates in a greater detail of one of the system's processes and the kind of data flowing between its main sub-processes and the external entities it is directly connected to.

In the shown example this includes the process of customer validation, video files issuing, restocking videos, and the process of late return along with customers, the

customer file database, and stock file database. The example is suitable for

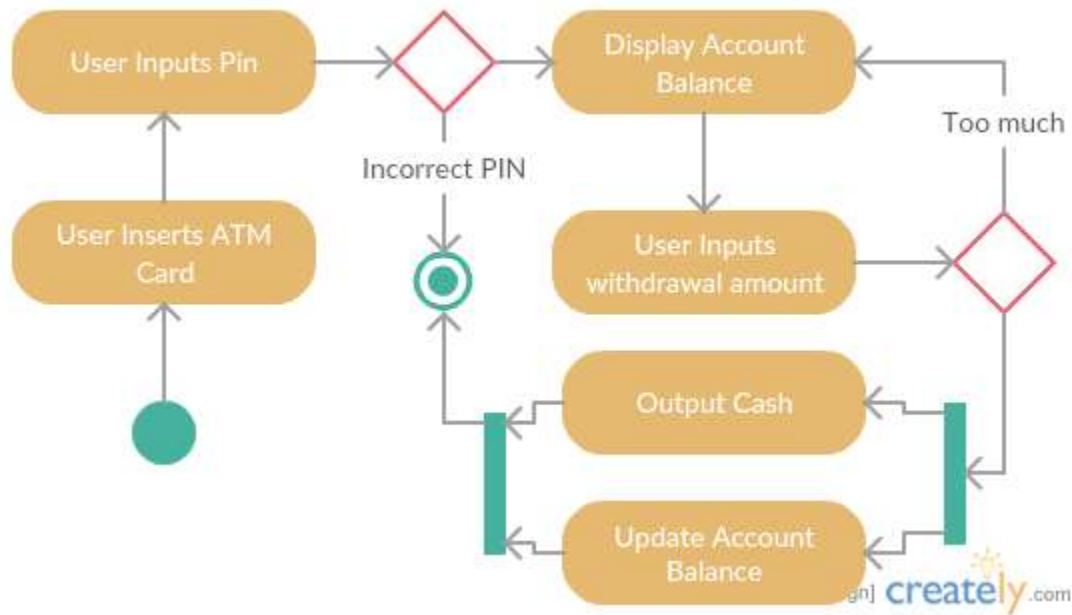displaying the data flow information within any kind of item-loan services.

3: Based on your experience with a bank ATM, draw an activity diagram that models the data processing involved when a customer withdraws cash

Answer : **ATM** (Automatic Teller **Machine**) is a banking terminal that accepts deposits and dispenses cash. **ATMs** are activated by inserting cash (in cases of **ATM** Depositing) or debit /credit card that contain the user's account number and PIN on a magnetic stripe (for cash withdrawals).

Parts of an ATM include:

- Card Reader. This reads account information that is stored on a magnetic strip, the one that you always see on credit and debit cards. ...

- Keypad. This allows customers to input the information they need to give. ...
- Display screen. ...
- Speaker. ...
- Receipt printer. ...
- Cash dispenser.