

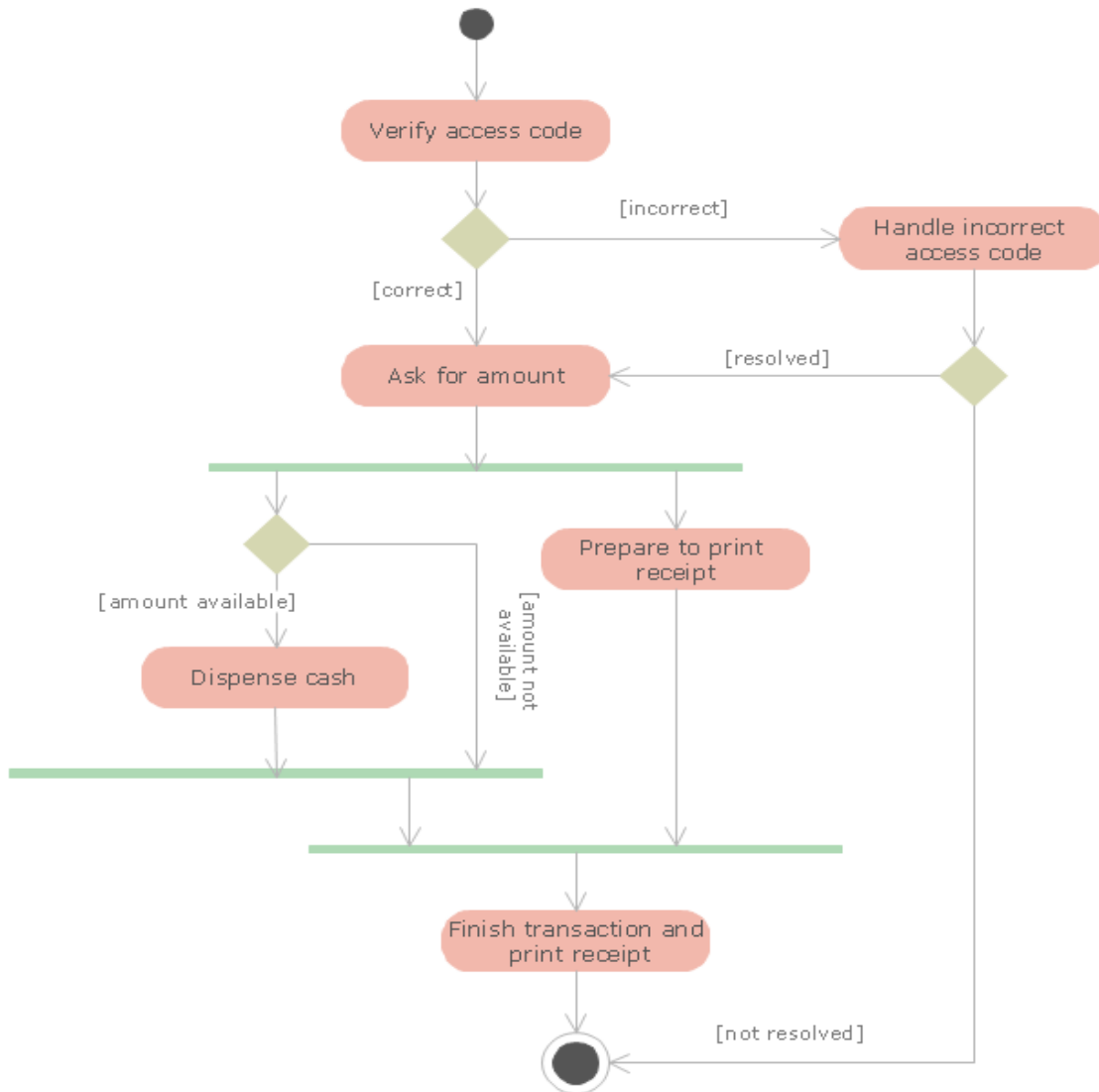
## **ASSIGNMENT # 2**

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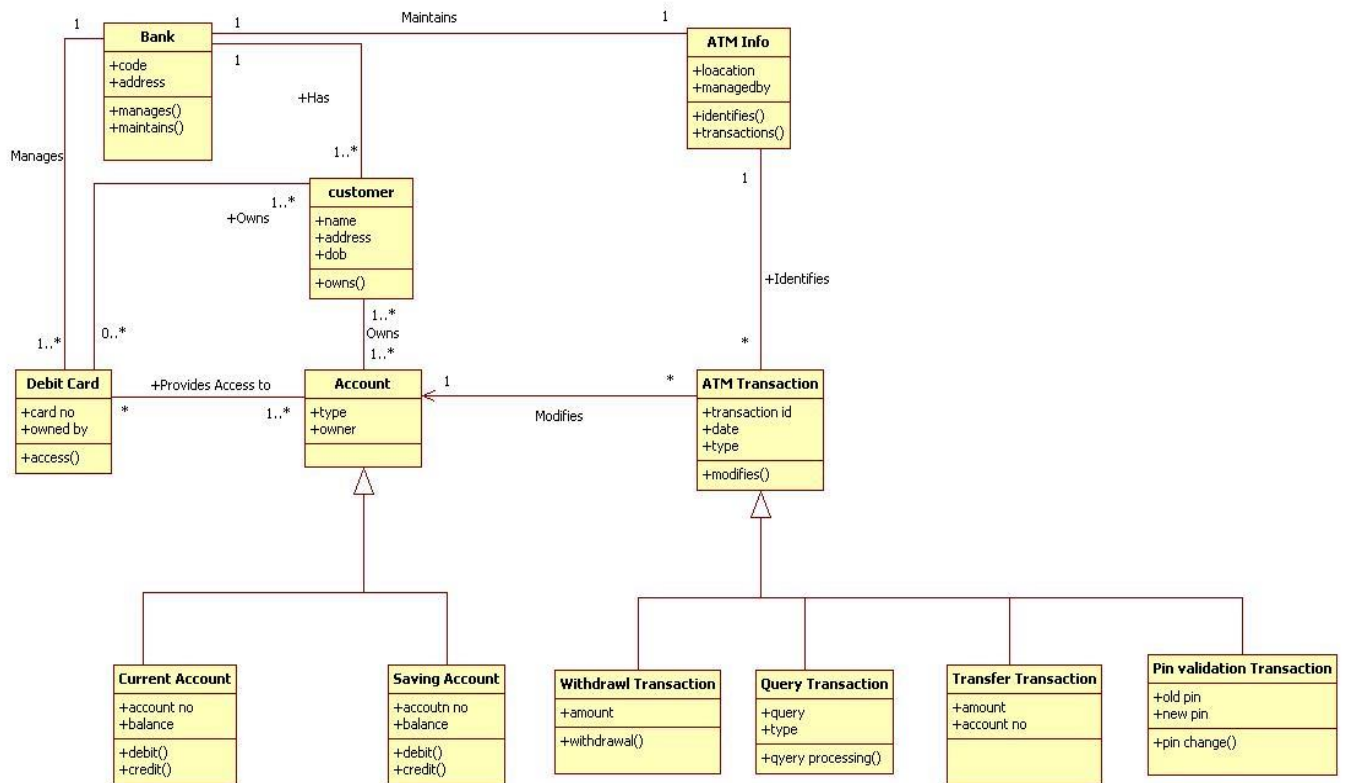
**SUBJECT :** Object oriented  
analysis and design

# ACTIVITY DIAGRAM



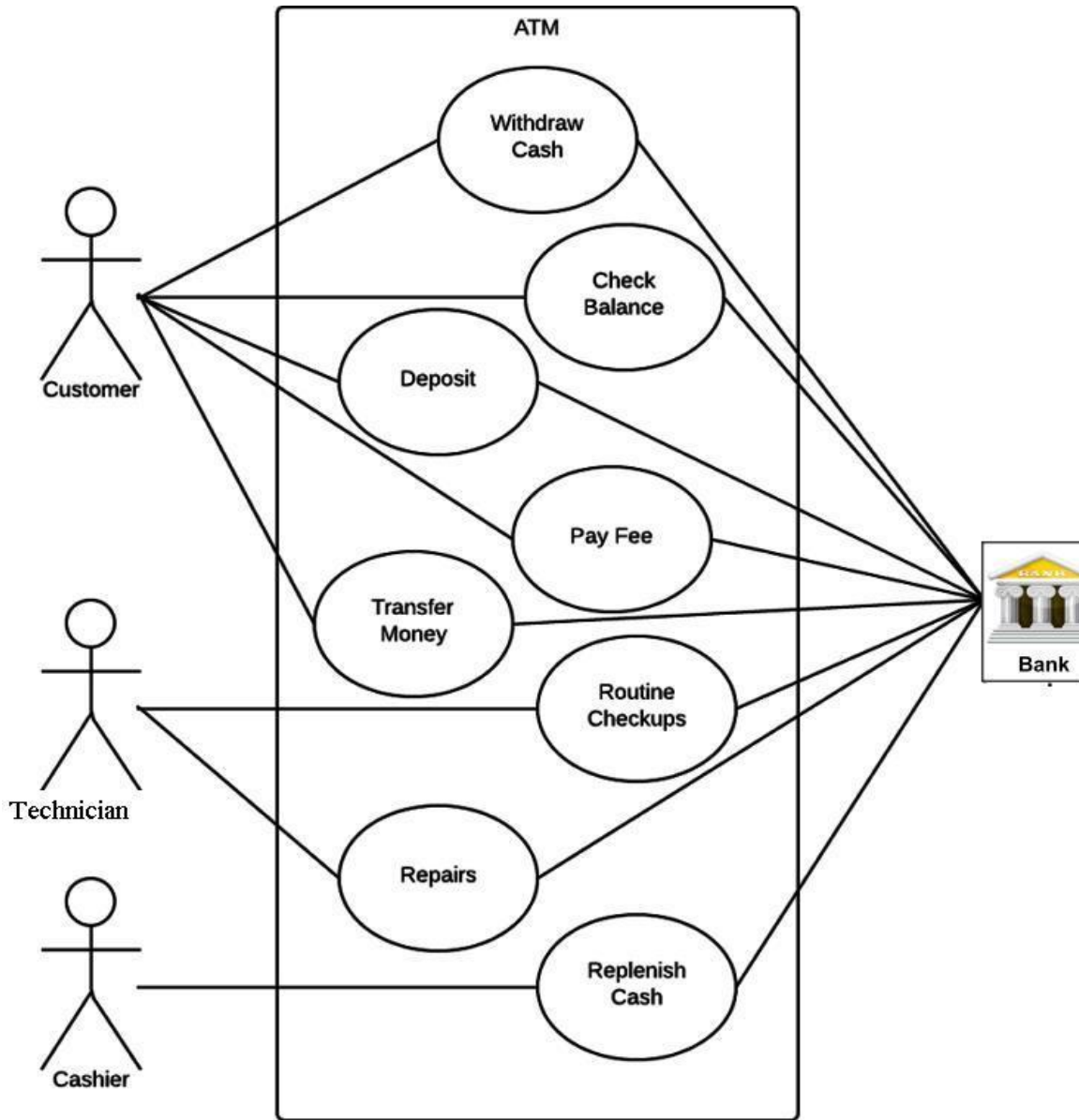
Activity diagram is basically a flowchart to represent the flow from one activity to another activity. In this case it is going down in sequence wise. It is depending on the customer's requirements. If something unusual happens, it comes to the end of the transaction.

# CLASS DIAGRAM



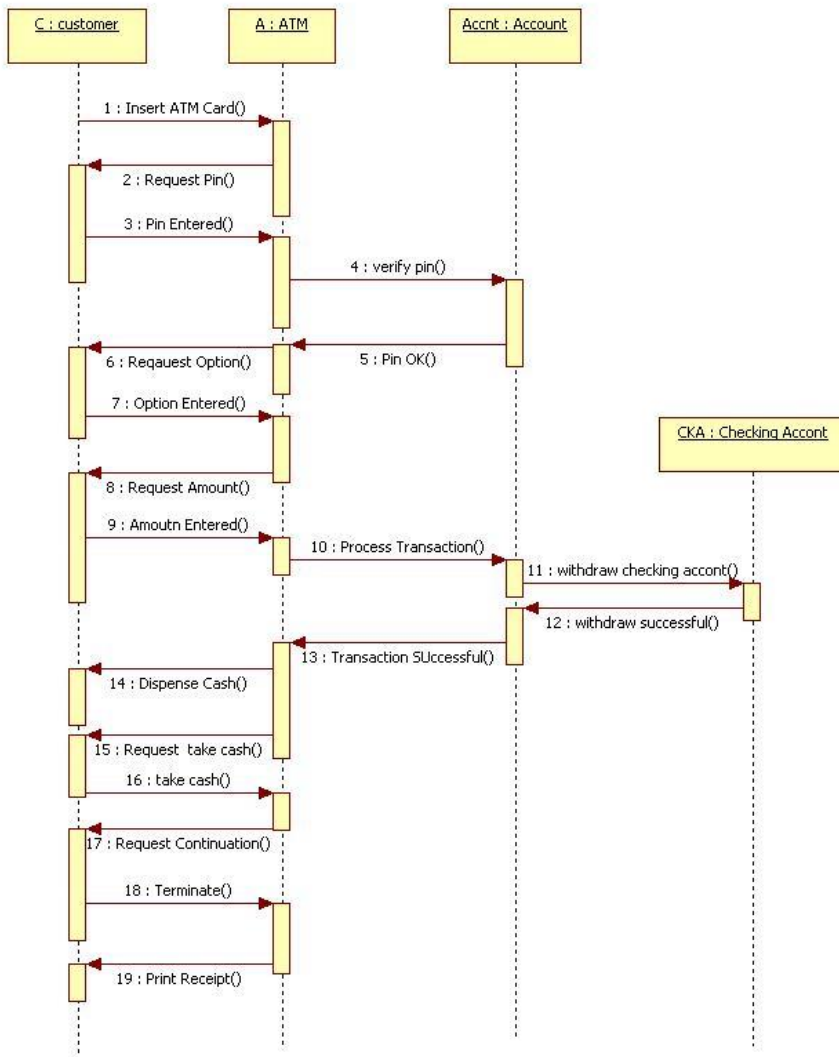
The class diagram is the main building block of object-oriented modeling. It is used for general conceptual modeling of the structure of the application, and for detailed modeling translating the models into programming code. Class diagram basically overview of the programming language which is used in the project that how it is running across the project.

# USE CASE DIAGRAM



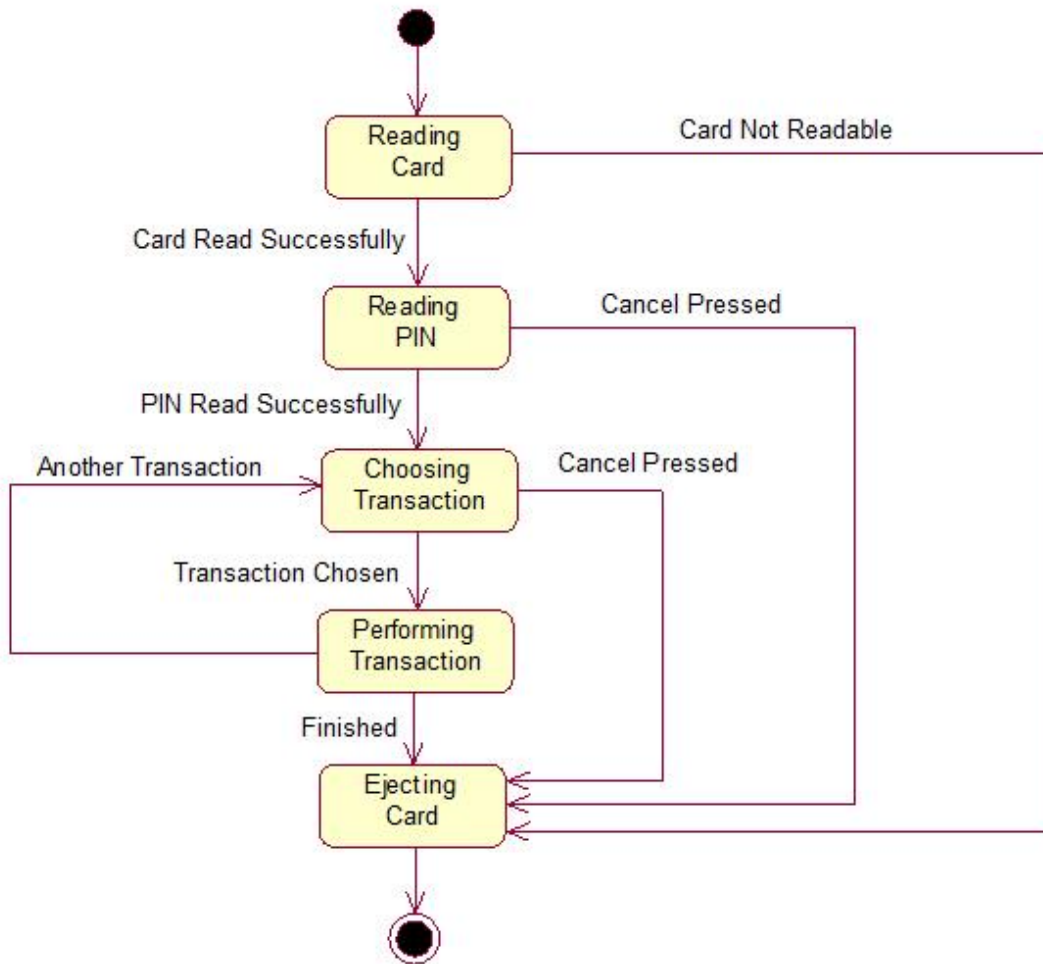
A use case diagram at its simplest is a representation of a user's interaction with the system that shows the relationship between the user and the different use cases in which the user is involved. Basically it shows how a user interacts with the system and the bank

# SEQUENCE DIAGRAM



A sequence diagram shows object interactions arranged in time sequence. the objects and classes involved in the scenario and the sequence of messages exchanged between the objects needed to carry out the functionality of the scenario. This is basically depends on exchange of messages with eachother.

# STATE CHART DIAGRAM



They define different states of an object during its lifetime and these states are changed by events. In this scenario it is changed with the interacting user there is another option waiting to be clicked so the state gets changed.