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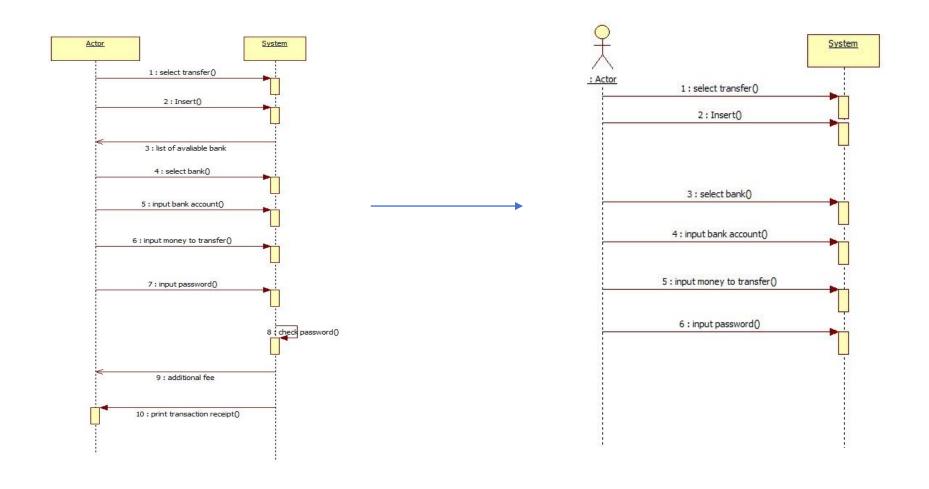
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Revise





00PT STAGE 01. Define Real Use Cases



Use Case	1. Deposit			
Actor	Customer			
Purpose	Deposit cash into account by bankbook or check card, or credit card			
Overview	Customer inputs card or bankbook, and cash, to deposit cash into account or credit card.			
Type	Primary and Essential			
Cross Reference	Functional Requirements: R1.1, R2.1, R2.3, R3.2, R4.1			
	Use case: Print Transaction Receipt, Print Error, Insert, Update Server Inf			
	ormation			
Pre-Requisites	N/A			
UI Widget	Window 1, 2-1, 2-2			
Typical Courses of Events	(A): Actor, (S): System			
	1. (A) Customer selects deposit menu from the basic screen.			
	2. (S) Prints out "Input check card or bankbook or credit card".			
	3. (A) Customer inputs credit card, check card or bankbook.			
	4. (S) Invoke "Insert". If user information is valid, ask customer to input c			
	ash.			
	5. (A) Customer Inputs cash in unit of 10000₩ and 50000₩.			
	6. (S) Check amount of cash inputted.			
	7. (S) If total amount of money is correct, invoke "Print transaction receip			
	t".			
	8. (S) If Transaction Receipt is successfully printed, ask Offer to update se			
	rver information.			
Alternative Courses of Events	N/A			
Exceptional Courses of Events	Line 4: If customer insert credit card, view loan record.			
	Line 5 : If cash is not in unit of 10000₩ and 50000₩, notice error.			
	Line 7: If total amount of cash is incorrect, notice error. If error occurs o			
	omatically repaid.			
	ver 3 times, invoke "Forced Termination". If loan record exists, loan is aut omatically repaid.			

00PT STAGE 01. Define Real Use Cases



Use Case	2. Withdraw		
Actor	Customer		
Purpose	Withdraw cash from bank account		
Overview	Customer inputs check card or bankbook to withdraw cash from bank account.		
Туре	Primary and Essential		
Cross Reference	Functional Requirements: R1.2, R2.1, R2.3, R2.4, R3.1, R3.2, R3.3		
	Use case: Print Transaction Receipt, Print Error, Forced Termination, Request Customer's Data, Insert, Check Password		
Pre-Requisites	Customer should know password for the account, and balance should be enough to withdraw.		
UI Widget	Window 1, 2-1, 4, 6		
Typical Courses of Events	(A): Actor, (S): System		
	1. (A) Customer selects withdraw menu from the basic screen.		
	2. (S) Prints out "Input check card or bankbook".		
	3. (A) Customer inputs check card or bankbook.		
	4. (S) Invoke "Insert". If user information is valid, ask customer to input amount of money to withdraw		
	 5. (A) Input amount of money in unit of 10000₩ and 50000₩ to withdraw from account. 6. (S) Ask for password for the account. 		
	7. (A) Input password for the account.		
	8. (S) Invoke "Check Password". If password is correct, count numbers of bills.		
	9. (S) Invoke "Request Customer's Data". If balance is enough, withdraw cash and invoke "Print Transa ction Receipt".		
	10. (S) If Transaction Receipt is successfully printed, ask Offer to update server information.		
Alternative Courses of Events	N/A		
Exceptional Courses of Events	Line 3, 8 : If information or password is incorrect over three times, invoke "Forced Termination". Line 5 : If total amount of money to withdraw is over 50000₩, customer inputs number of 50000₩ bil I.		
	Line 9 : If balance is not enough, notice error.		

OOPT STAGE 01. Define Real Use Cases



Use Case	3. Deposit without Bankbook		
Actor	Customer		
Purpose	Deposit cash into account without bankbook or check card		
Overview	Customer deposits cash without bankbook or check card.		
Туре	Primary and Essential		
Cross Reference	Functional Requirements: R1.3, R2.1, R2.3, R2.4, R3.1, R4.1 Use Case: Print Transaction Receipt, Print Error, Forced Termination, Request Customer's Data, Update Server Information		
Pre-Requisites	Customer should know exact account number to deposit.		
UI Widget	Window 1, 3, 4		
Typical Courses of Events	 (A): Actor, (S): System 1. (A) Customer chooses Deposit without Bankbook menu from screen. 2. (S) Ask customer to input bank account number to deposit. 3. (A) Input bank account number. 4. (S) If bank account number is valid, ask customer to input cash in unit of 10000₩ and 50000₩. 5. (S) Check total amount of cash. 6. (S) If counted right, invoke "Print Transaction Receipt". 7. (S) If Transaction Receipt is successfully printed, ask Offer to update server information. 		
Alternative Courses of Events	N/A		
Exceptional Courses of Events	Line 4 : if invalid, invoke "Print Error". If invalid over 3 times, invoke "Forced Termination"		



OOPT STAGE 01. Define Real Use Cases



Use Case	4. Transfer		
Actor	Customer		
Purpose	Transfer money from customer's account to another account		
Overview	Customer transfers money from own account to another.		
Type	Primary and Essential		
Cross Reference	Functional Requirements: R1.4, R2.1, R2.2, R2.3, R2.4, R3.1, R3.2, R3.3, R4.1 Use case: Print Transaction Receipt, Take Charge, Print Error, Forced Termination, Request Custom er's Data, Insert, Check Password, Update Server Information		
Pre-Requisites	Customer should know password for the account.		
UI Widget	Window 1, 2-1, 2-2, 3, 4, 6		
Typical Courses of Events	 (A) : Actor, (S) : System 1. (A) Customer selects transfer menu from the basic screen. 2. (S) prints out "Input check card or bankbook". 3. (A) Customer inputs check card or bankbook. 4. (S) Invoke "Insert". If user information is valid, ask customer to input bank and account number to transfer money. 5. (A) Customer inputs bank and account number to transfer money. 6. (S) If inputted information is valid, ask customer to input amount of money to transfer. 7. (A) Customer inputs amount of money to transfer. 8. (S) Invoke "Request Customer's Data". If balance is enough, ask for password for the account. 9. (A) Customer inputs password for the account. 10. (S) Invoke "Check Password". If password is correct, invoke "Print Transaction Receipt". 11. (S) If Transaction Receipt is successfully printed, ask Offer to update server information. 		
Alternative Courses of Events	N/A		
Exceptional Courses of Events	Line 3, 10 : If information or password is incorrect over 3 times, invoke "Forced Termination". Line 5 : If customer inputted different bank's account, invoke "Take Charge".		

00PT STAGE 01. Define Real Use Cases



Use Case	5. Exchange		
Actor	Customer		
Purpose	Exchange KRW into foreign currency		
Overview	Customer exchanges KRW in account into foreign currency.		
Туре	Primary and Essential		
Cross Reference	Functional Requirements: R1.5, R2.1, R2.2, R2.3, R2.4, R3.1, R3.2, R3.3, R4.1		
	Use Case : Print Transaction Receipt, Take Charge, Print Error, Forced Termination, Request Cus		
	tomer's Data, Insert, Check Password, Update Server Information		
Pre-Requisites	Customer should know password for the account. ATM only handles unit of Yen, RMB, Dollar,		
	Euro.		
UI Widget	Window 1, 2-1, 4, 5, 6		
Typical Courses of Events	(A): Actor, (S): System		
	1. (A) Customer selects exchange menu from basic screen.		
	2. (S) Print out "input check card or bankbook".		
	3. (A) Customer inputs check card or bankbook.		
	4. (S) Invoke "Insert". If user information is valid, print out list of countries available.		
	5. (A) Customer selects country to exchange money.		
	6. (S) Print out "input amount of money to exchange".		
	7. (A) Customer inputs amount of money to exchange.		
	8. (S) Calculate total amount of money based on exchange rate and ask for password.		
	9. (A) Customer inputs password.		
	10. (S) Invoke "Check Password". If password is correct, withdraw cash in foreign currency.		
	11. (S) If withdrew correctly, invoke "Print Transaction Receipt".		
	12. (S) If Transaction Receipt is successfully printed, ask Offer to update server information.		
	12. (3) It transaction receipt is successfully printed, ask offer to apadic server information.		
Alternative Courses of Events	N/A		
Exceptional Courses of Events	Line 3, 9: If information or password is incorrect over 3 times, invoke "Forced Termination".		
	Line 10 : Invoke "Take Charge". Charge is deducted from balance.		

00PT STAGE 01. Define Real Use Cases

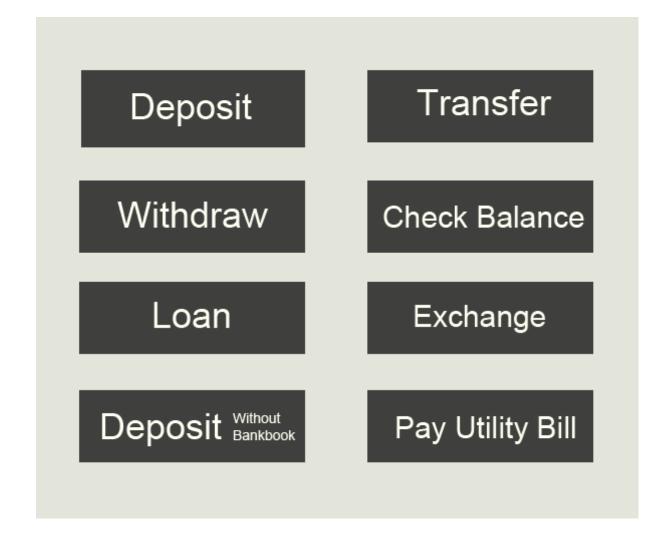


Use Case	6. Loan		
Actor	Customer		
Purpose	Loan cash by credit card		
Overview	Customer loans cash using credit card. There is loan limit.		
Type	Primary and Essential		
Cross Reference	Functional Requirements: R1.6, R2.1, R2.2, R2.3, R2.4, R3.1, R3.2, R3.3, R3.4, R4.1		
	Use Case: Print Transaction Receipt, Take Charge, Print Error, Forced Termination, Re		
	quest Customer's Data, Insert, Check Password, Check Credit, Update Server Informa		
	tion		
Pre-Requisites	Customer should know password for the credit card.		
UI Widget	Window 1,4,6		
Typical Courses of Events	(A): Actor, (S): System		
	1. (A) Customer chooses loan menu from basic screen.		
	2. (S) Print out "Input credit card".		
	3. (A) Customer inputs credit card.		
	4. (S) Invoke "Insert". If user information is valid, Invoke "Check Credit". Print out "inp		
	ut amount of money to loan".		
	5. (A) Customer inputs amount of money to loan in unit of 10000₩ and 50000₩.		
	6. (S) print out "input password for the credit card".		
	7. (A) Customer inputs password for the credit card.		
	8. (S) Invoke "Check Password". If password is correct, count number of bills.		
	9. (S) Invoke "Request Customer's Data". If total amount of money to loan is under c		
	redit card limit, withdraw cash and invoke "Print Transaction Receipt".		
	10. (S) If Transaction Receipt is successfully printed, ask Offer to update server infor		
	mation.		
Alternative Courses of Events	N/A		
Exceptional Courses of Events	Line 5 : If total amount of money to withdraw is over 50000₩, customer inputs num		
	ber of 50000₩ bill.		
	Line 4, 8 : If information or password is incorrect over 3 times, invoke "Forced Term		
	nation".		
	Line 9 : : Invoke "Take Charge".		

OOPT STAGE 02. Define UI



Window 1



00PT STAGE 02. Define UI



Window 2



Window 2-2



Window 3



Account Num.

1	2	3	←
4	5	6	Reset
7	8	9	. Cotou
	0		Enter

00PT STAGE 02. Define UI



Window 4

Input Password

1	2	3	
4	5	6	
7	8	9	
←	0	Reset	

Window 5

Select Country

USD

JPY

EUR

CNY

00PT STAGE 02. Define UI



Window 6

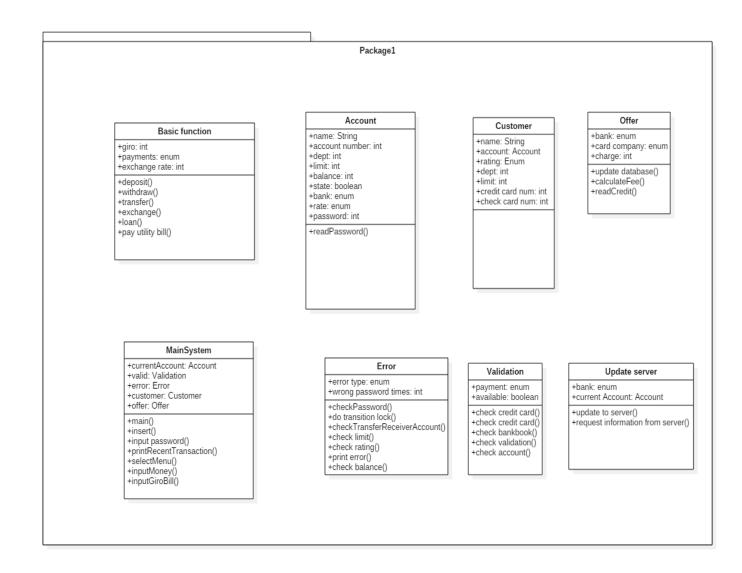
Input amount of money

₩

1	2	3	만
4	5	6	십만
7	8	9	백만
←	0	Reset	Enter

00PT STAGE 03. Refine System Architecture

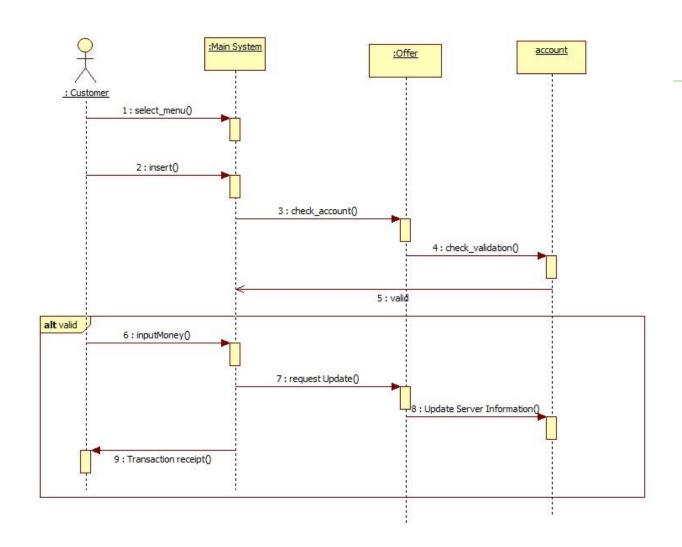




OOPT STAGE 04. Define Interaction Diagrams

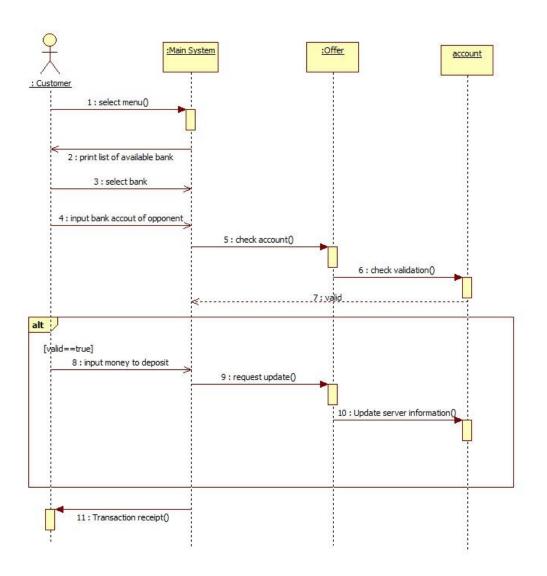


Deposit



OOPT STAGE 04. Define Interaction Diagrams

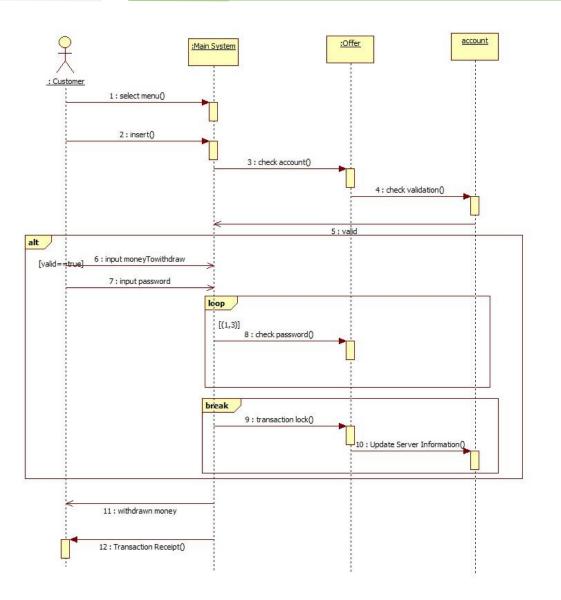




Deposit without bankbook

OOPT STAGE 04. Define Interaction Diagrams

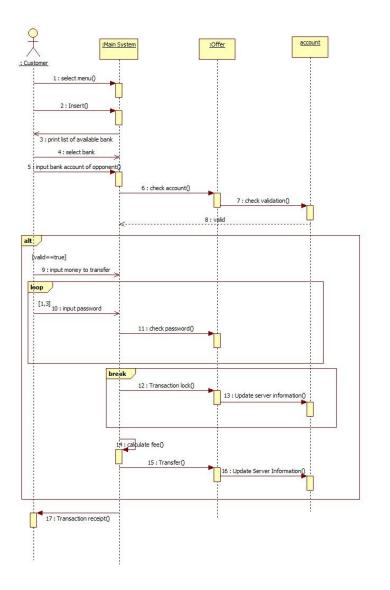




Withdraw

OOPT STAGE 04. Define Interaction Diagrams

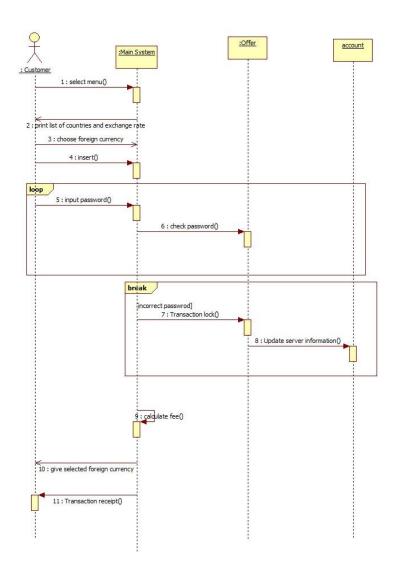




Transfer

OOPT STAGE 04. Define Interaction Diagrams

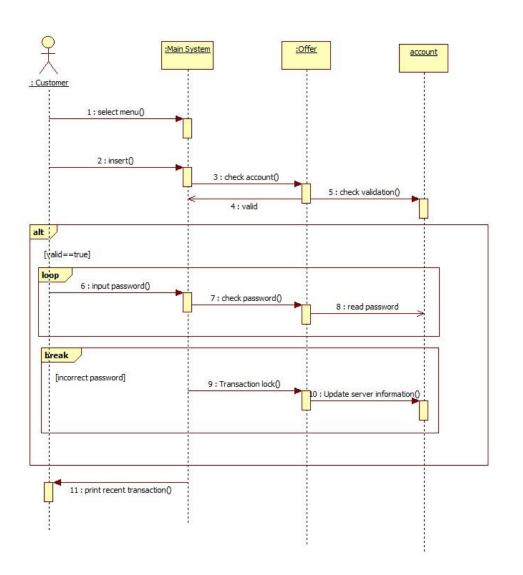




Exchange

OOPT STAGE 04. Define Interaction Diagrams

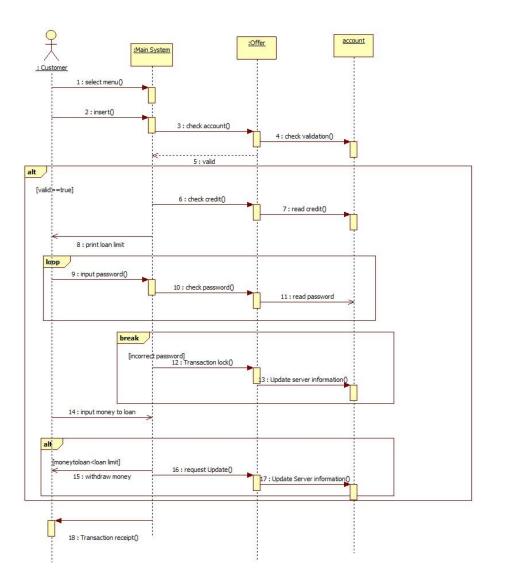




Check balance

OOPT STAGE 04. Define Interaction Diagrams

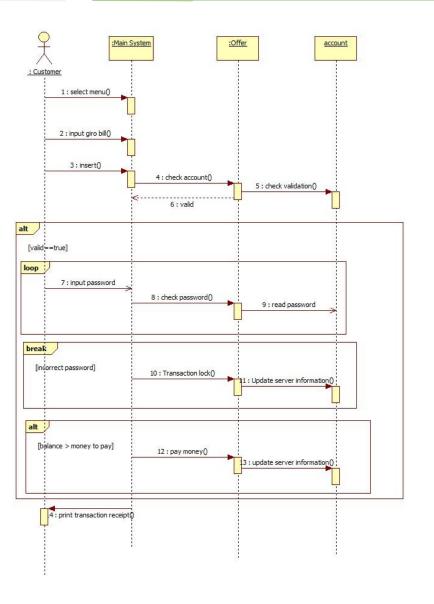




Loan

OOPT STAGE 04. Define Interaction Diagrams

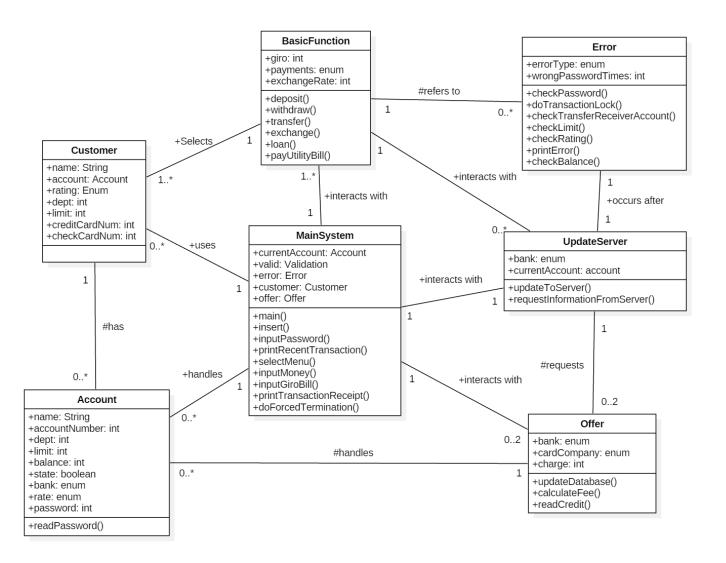




Pay utility bill

OOPT STAGE 05. Define design class diagrams





OOPT STAGE 06. Design Traceability Analysis



Operation in sequence diagram	Operation in interaction diagram	Method	Class
selectDeposit()	selectMenu()	deposit()	
selectWithdraw()	insert()	withdraw()	
select Deposit Without Bankbook ()	checkAccount()	transfer()	BasicFunction
selectTransfer()	checkValidation()	exchange()	
selectExchange()	inputMoney()	loan()	
selectLoan()	inputMoneyToWithdraw()	payUtilityBill()	
selectCheckBalance()	inputPassword()	insert()	
selectPayUtilityBill()	checkPassword()	inputPassword()	
insert()	selectBank()	printRecentTransaction()	
inputMoney()	inputMoneyToDeposit()	selectMenu()	MainSystem
inputPassword()	inputBankAccountOfOpponent()	inputMoney()	
selectBank()	inputMoneyToTransfer()	inputGiroBill()	
inputBankAccountOfOpponent()	transfer()	printTransactionReceipt()	
inputMoneyToDeposit()	chooseForeignCurrency()	doForcedTermination()	
inputBankAccount()	calculateFee()	readPassword()	Account
inputMoneyToTransfer()	checkCredit()	checkPassword()	
chooseForeignCurrency()	readCredit()	doTransactionLock()	
inputAmountOfMoneyToLoan()	readPassword()	checkTransferReceiverAccount()	
inputGiroBill()	payMoney()	checkLimit()	Error
	printTransactionReceipt()	checkRating()	
	inputGiroBill()	printError()	
	requestUpdate()	checkBalance()	
	transactionLock()	updateToServer()	UpdateServer
	updateServerInformation()	requestInformationToServer()	
	inputMoneyToLoan()	updateDatabase()	
		calculateFee()	Offer
		readCredit()	