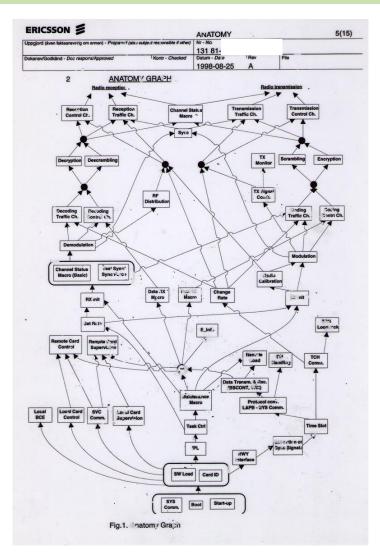
Technology Management





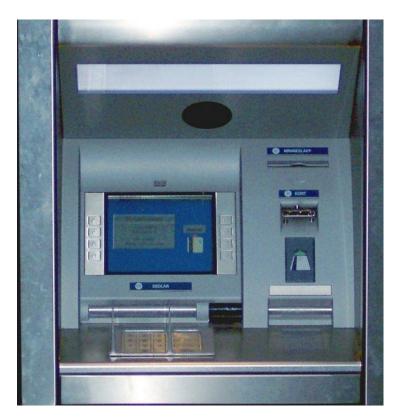
Create an Anatomy for an ATM

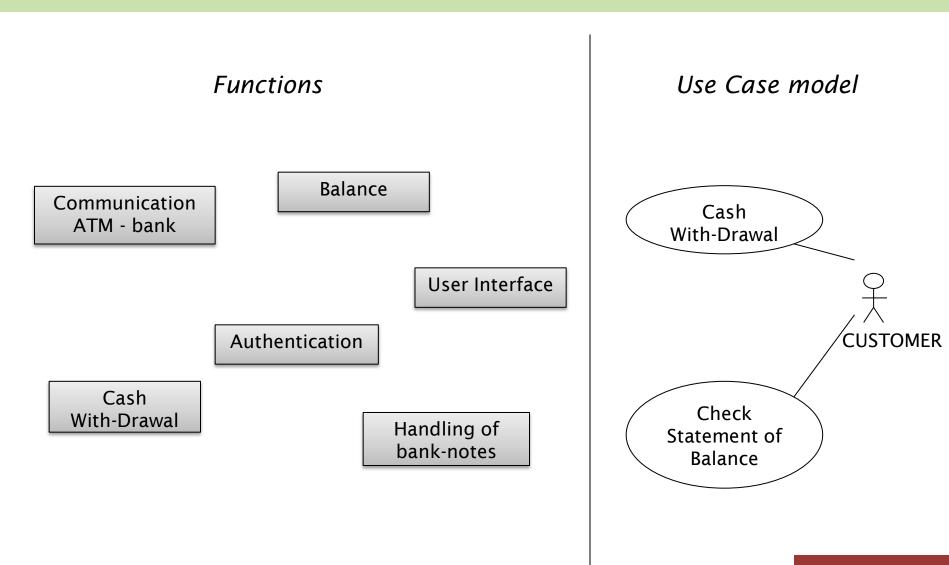
Automated Teller Machine

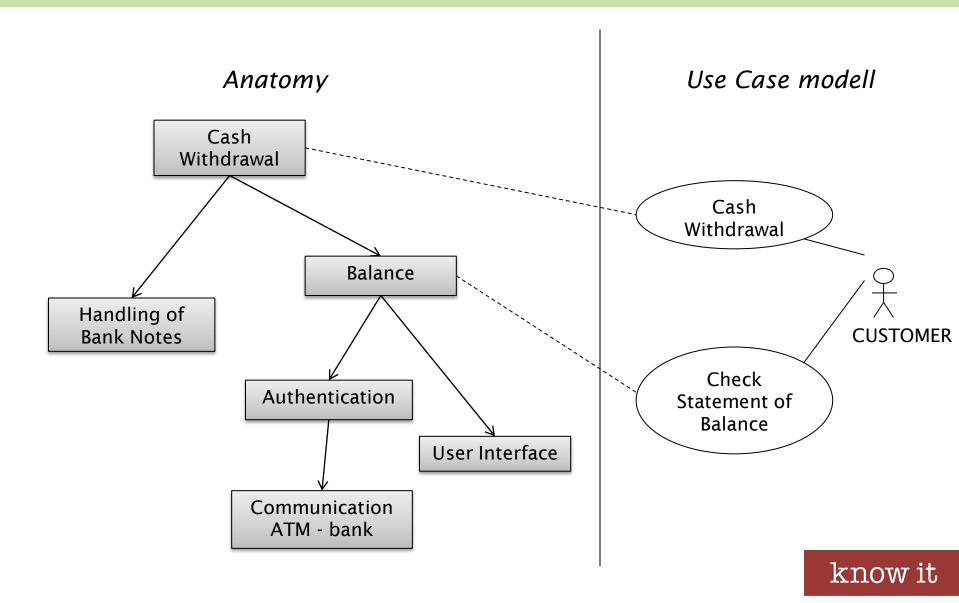
Commonly called an ATM. A computer program located in a kiosk allowing the user to conduct certain banking transaction.

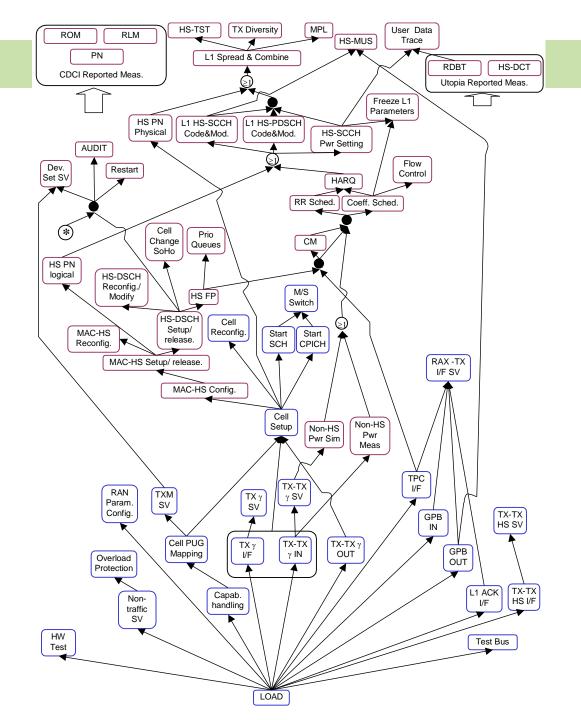
Functionality:

- 1. This ATM shall allow the user to withdraw cash and to check the balance of his/her account but only if the ATM card is OK and the PIN-code is correct.
- 2. Keep the ATM-card if wrong PIN is entered three times
- 3. A receipt shall be given for all transactions.
- 4. There shall be a possibility for the user to change his/her PIN-code.
- 5. If there are too few bank-notes left or the connection to the bank is lost, the ATM shall be automatically closed

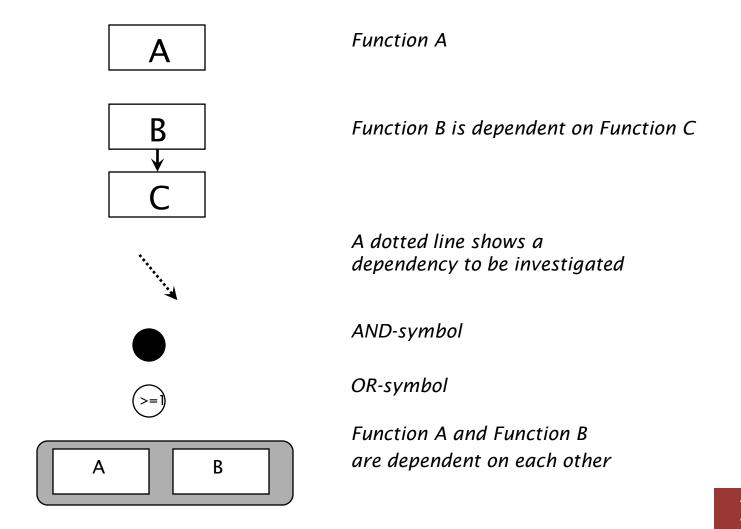








Notation



Program

9.30 -	9.45	Introduction
9.30 -	9.45	introduction

Step 1a: Identify functions

- · Choose a level of abstraction not giving you more than 15 functions
- Create one Post-It per function
- Only use pens with a broad tip!
- Agree on what functional areas you have and then categorize all your functions based on this.

Create an Anatomy for an ATM

Automated Teller Machine

Commonly called an ATM. A computer program located in a kiosk allowing the user to conduct certain banking transaction.

Functionality:

- 1. This ATM shall allow the user to withdraw cash and to check the balance of his/her account but only if the ATM card is OK and the PIN-code is correct.
- 2. Keep the ATM-card if wrong PIN is entered three times
- 3. A receipt shall be given for all transactions.
- 4. There shall be a possibility for the user to change his/her PIN-code.
- 5. If there are too few bank-notes left or the connection to the bank is lost, the ATM shall be automatically closed



Program

9.30 -	9.45	Introduction
9.30 -	9.45	introduction

Step 2a: Produce one Anatomy per Group

- Start working in parallell with the functions in the top and in the bottom of the Anatomy.
- Establish dependencies by drawing lines
- Ask yourself 1: Is this function possible to be fully tested provided that all functions it depends on are fully tested?
- Ask yourself 2: Are all Money-Making functions visible in the upper part of the Anatomy?

Create an Anatomy for an ATM

Automated Teller Machine

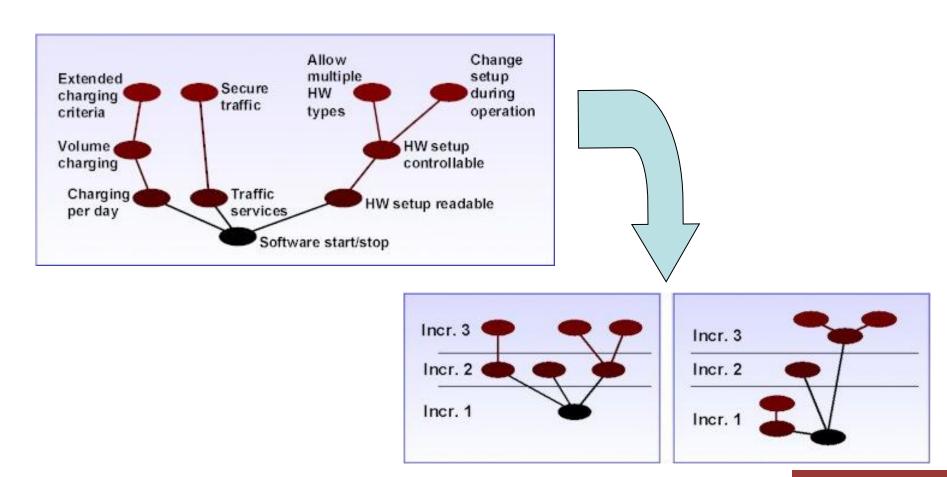
Commonly called an ATM. A computer program located in a kiosk allowing the user to conduct certain banking transaction.

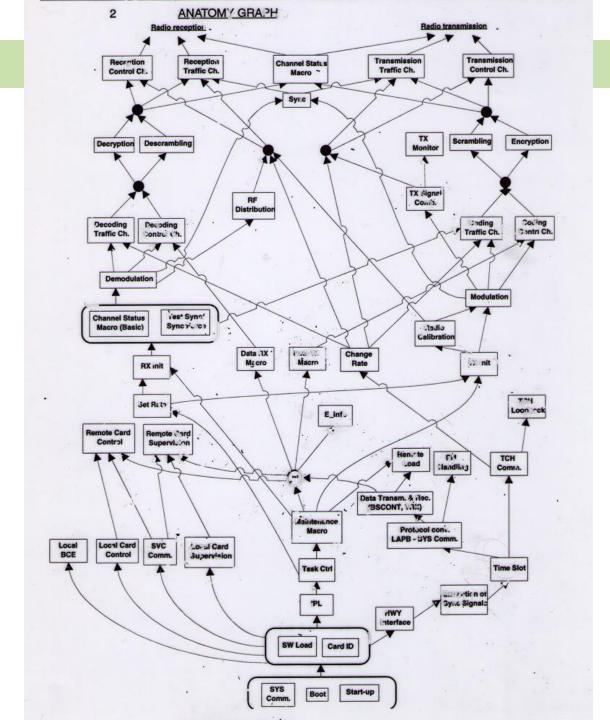
Functionality:

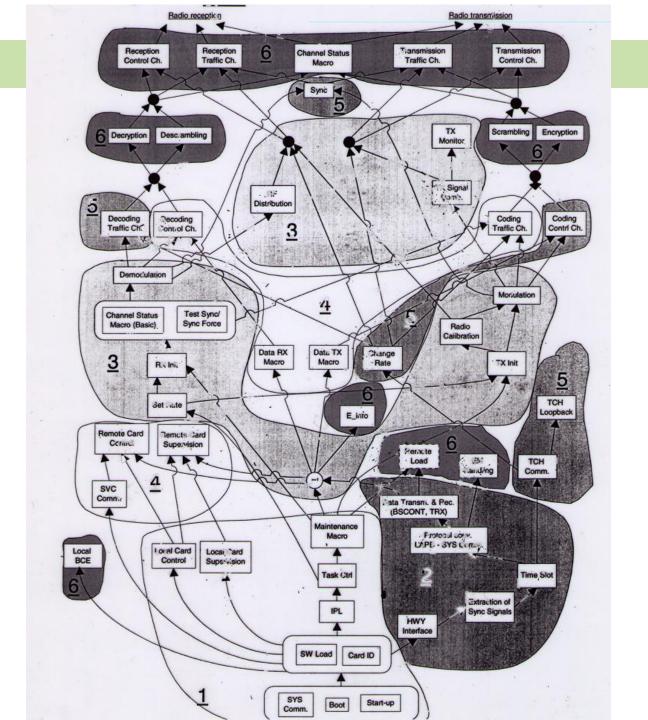
- 1. This ATM shall allow the user to withdraw cash and to check the balance of his/her account but only if the ATM card is OK and the PIN-code is correct.
- 2. Keep the ATM-card if wrong PIN is entered three times
- 3. A receipt shall be given for all transactions.
- 4. There shall be a possibility for the user to change his/her PIN-code.
- 5. If there are too few bank-notes left or the connection to the bank is lost, the ATM shall be automatically closed

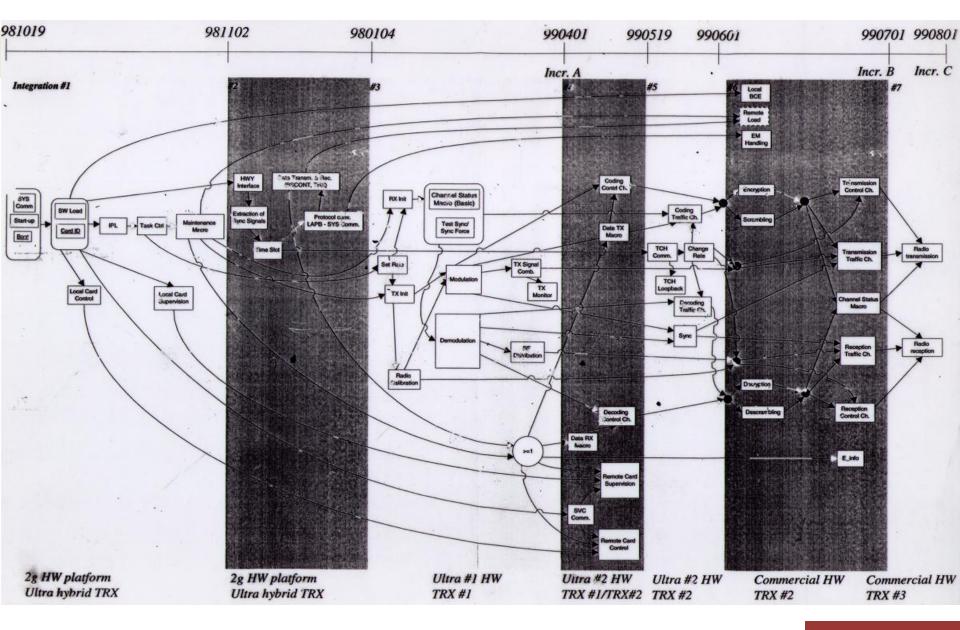


Next Step: From Anatomy to Integration Plan









New Book:

The System Anatomy - Enabling Agile Project Management

Published by Studentlitteratur in April 2011

Authors from:

- Ericsson
- Saab AB
- KTH
- LiTH
- Find-out Technologies
- Sellegi
- Enreach
- Compelcon
- Know IT Technology Management
- Jack Järkvik

