The Anatomy of Information Systems

Consider the following interaction between you and an ATM:

> *After you insert your card, the system prompts you to enter your PIN, which you do. After you select the transaction type (in this case "withdraw cash", you use the keypad to enter the amount (for instance, for $40 you enter "4", "0"). After a short pause, you pick up your cash, say NO to "Another Transaction?", and pick up your returned card.*

Use a combination of text and diagrams, as complete as possible, to show the workings of the system that supports the above transaction. While you cannot "see" the behind-the-scenes operations, you can use your common sense and business sense to **deduce** these operations from the behavior of the system. For instance, if you ask for $200, the system will obviously check to see if you have sufficient funds, and if it turns out that you have only $100 in your account, the system will then produce a message to that effect rather than simply disburse the requested cash.

Use more than one page if you need to, but if you do, make sure the diagrams on various pages are all related to one another. The point of the diagram is to help you teach someone else the various components an information system consists of, and how they are all inter-connected.

Do not use pen/pencil to hand draw the diagram; instead use a diagramming software program, such as MS-Word's Insert/Shapes capability. If you are not familiar with this capability, spend time and become familiar as it will serve you well in the future. It is doubtful that your very first version will work. So, in all likelihood, you may have to treat that first version only as a draft and keep producing better versions until you strike the right balance between readability and comprehensiveness.