from tkinter import \*

import tkinter.font as font

import random

win =Tk()

win.title('ATM')

win.geometry('460x390')

win.configure(background='orange')

tim40 = font.Font(family='Times', size=40, weight='bold', slant='roman', underline=1)

cour20 = font.Font(family='Courier', size=20, weight='bold')

cour15 = font.Font(family='Courier', size=15, weight='bold')

glob\_count = 0

#displays message after selecting no in question\_func()

def display\_func():

question\_func.question\_win.withdraw()

display\_win = Toplevel(win)

display\_win.geometry('460x390')

message = Message(display\_win, text='\n\nYour transaction has been successful\n\nThank you for using our', font=cour20, fg='blue')

message.pack()

text = Label(display\_win, text='ATM', font=tim40, fg='red')

text.pack()

exit\_button = Button(display\_win, text='EXIT', font=cour15, fg='red', command=lambda: win.destroy())

exit\_button.pack(side=BOTTOM, pady=10)

# window asking whether to show balance or not

def question\_func():

global glob\_count

glob\_count+=1

withdrawal\_func.withdrawal\_win.withdraw()

question\_func.question\_win = Toplevel(win)

question\_func.question\_win.geometry('460x390')

question\_func.question\_win.configure(bg='orange')

bf = Frame(question\_func.question\_win)

bf.pack(side=BOTTOM)

msg\_box = Message(question\_func.question\_win, text='\nYour transaction has been successful\n\nPlease collect your money\n\nYou can remove your card\n\nDo you want to check your balance?', font=cour20, fg='royalblue',bg='orange')

msg\_box.pack()

yes\_btn = Button(bf, text='YES', font=cour15, fg='orange',bg='royalblue', command=balance\_func)

yes\_btn.pack(side=LEFT, )

no\_btn = Button(bf, text="nO ", font=cour15, fg='orange',bg='royalblue', command=display\_func)

no\_btn.pack()

# withdrawing money window

def withdrawal\_func():

option\_func.option\_win.withdraw()

withdrawal\_func.withdrawal\_win = Toplevel(win)

withdrawal\_func.withdrawal\_win.geometry('460x390')

withdrawal\_func.withdrawal\_win.configure(bg='orange')

enter\_lbl = Label(withdrawal\_func.withdrawal\_win, text='\nPlease enter amount\n', font=cour20, fg='royalblue',bg='orange')

enter\_lbl.pack()

money\_entry = Entry(withdrawal\_func.withdrawal\_win, font=cour15, justify='center',fg='royalblue')

money\_entry.pack()

bf = Frame(withdrawal\_func.withdrawal\_win,bg='orange')

bf.pack(side=BOTTOM)

bf4 = Frame(withdrawal\_func.withdrawal\_win,bg='orange')

bf4.pack(side=BOTTOM)

bf3 = Frame(withdrawal\_func.withdrawal\_win,bg='orange')

bf3.pack(side=BOTTOM)

bf3 = Frame(withdrawal\_func.withdrawal\_win,bg='orange')

bf3.pack(side=BOTTOM)

bf2 = Frame(withdrawal\_func.withdrawal\_win,bg='orange')

bf2.pack(side=BOTTOM)

bf1 = Frame(withdrawal\_func.withdrawal\_win,bg='orange')

bf1.pack(side=BOTTOM)

b1 = Button(bf1, text='1', font=cour15, command=lambda: money\_entry.insert('end', '1'))

b1.pack(side=LEFT, pady=10)

b2 = Button(bf1, text='2', font=cour15, command=lambda: money\_entry.insert('end', '2'))

b2.pack(side=LEFT, padx=10)

b3 = Button(bf1, text='3', font=cour15, command=lambda: money\_entry.insert('end', '3'))

b3.pack(side=LEFT)

b4 = Button(bf2, text='4', font=cour15, command=lambda: money\_entry.insert('end', '4'))

b4.pack(side=LEFT)

b5 = Button(bf2, text='5', font=cour15, command=lambda: money\_entry.insert('end', '5'))

b5.pack(side=LEFT, padx=10)

b6 = Button(bf2, text='6', font=cour15, command=lambda: money\_entry.insert('end', '6'))

b6.pack(side=LEFT)

b7 = Button(bf3, text='7', font=cour15, command=lambda: money\_entry.insert('end', '7'))

b7.pack(side=LEFT, pady=10)

b8 = Button(bf3, text='8', font=cour15, command=lambda: money\_entry.insert('end', '8'))

b8.pack(side=LEFT, padx=10)

b9 = Button(bf3, text='9', font=cour15, command=lambda: money\_entry.insert('end', '9'))

b9.pack(side=LEFT)

btn = Button(bf4, text=' ', font=cour15)

btn.pack(side=LEFT)

b0 = Button(bf4, text='0', font=cour15, command=lambda: money\_entry.insert('end', '0'))

b0.pack(side=LEFT, padx=10)

btn\_ = Button(bf4, text=' ', font=cour15)

btn\_.pack(side=LEFT)

enter\_btn = Button(bf, text='ENTER', font=cour15, fg='orange',bg='royalblue', command=question\_func)

enter\_btn.pack(side=LEFT, pady=10)

clear\_btn = Button(bf, text='CLEAR', font=cour15, fg='orange',bg='royalblue', command=lambda: money\_entry.delete(1))

clear\_btn.pack(side=LEFT, padx=10)

# balance displaying window

def balance\_func():

global glob\_count

if glob\_count == 1:

question\_func.question\_win.withdraw()

option\_func.option\_win.withdraw()

balance\_win = Toplevel(win)

balance\_win.geometry('460x390')

balance\_win.configure(bg='orange')

#balance\_win.grab\_set()

balance = random.randrange(1000,1000000)

message = Message(balance\_win,text='\nYour transaction is successful\n\nAvailable Balance: '+str(balance)+'\n\nThank you for using our', font=cour20, fg='royalblue',bg='orange')

message.pack()

text = Label(balance\_win, text='ATM', font=tim40, fg='royalblue',bg='orange')

text.pack()

exit\_button = Button(balance\_win, text='EXIT', font=cour15, fg='orange',bg='royalblue', command=lambda: win.destroy())

exit\_button.pack(side=BOTTOM, pady=10)

# displays message after change has been changed

def message\_func():

change\_pin\_func.change\_pin\_win.withdraw()

win2 = Toplevel(win)

win2.geometry('460x390')

win2.configure(bg='orange')

message = Message(win2, text='\nYour transaction is successful\n\nYour PIN has been successfully changed\n\nThank you for using our', font=cour20, fg='royalblue',background='orange')

message.pack()

text = Label(win2, text='ATM', font=tim40, fg='royalblue',bg='orange')

text.pack()

exit\_button = Button(win2, text='EXIT', font=cour15, fg='orange',bg='royalblue', command=lambda: win.destroy())

exit\_button.pack(side=BOTTOM, pady=10)

# changing pin function

def change\_pin\_func():

option\_func.option\_win.withdraw()

change\_pin\_func.change\_pin\_win = Toplevel(win)

change\_pin\_func.change\_pin\_win.geometry('460x420')

change\_pin\_func.change\_pin\_win.configure(bg='orange')

pin\_lbl = Label(change\_pin\_func.change\_pin\_win, text='\nEnter new-PIN', font=cour15, fg='royalblue',bg='orange')

pin\_lbl.pack()

pin\_entry = Entry(change\_pin\_func.change\_pin\_win, font=cour15,justify='center', show='\*',fg='royalblue')

pin\_entry.pack()

re\_entry\_lbl = Label(change\_pin\_func.change\_pin\_win, text='\nRe-enter new-PIN', font=cour15, fg='royalblue',bg='orange')

re\_entry\_lbl.pack()

re\_entry = Entry(change\_pin\_func.change\_pin\_win, font=cour15, justify='center', show='\*',fg='royalblue')

re\_entry.pack()

bf = Frame(change\_pin\_func.change\_pin\_win,bg='orange')

bf.pack(side=BOTTOM)

bf4 = Frame(change\_pin\_func.change\_pin\_win,bg='orange')

bf4.pack(side=BOTTOM)

bf3 = Frame(change\_pin\_func.change\_pin\_win,bg='orange')

bf3.pack(side=BOTTOM)

bf3 = Frame(change\_pin\_func.change\_pin\_win,bg='orange')

bf3.pack(side=BOTTOM)

bf2 = Frame(change\_pin\_func.change\_pin\_win,bg='orange')

bf2.pack(side=BOTTOM)

bf1 = Frame(change\_pin\_func.change\_pin\_win,bg='orange')

bf1.pack(side=BOTTOM)

b1 = Button(bf1, text='1', font=cour15, command=lambda: [pin\_entry.insert('end','1'), re\_entry.insert('end','1')])

b1.pack(side=LEFT,pady=10)

b2 = Button(bf1, text='2', font=cour15, command=lambda: [pin\_entry.insert('end','2'), re\_entry.insert('end','2')])

b2.pack(side=LEFT, padx=10)

b3 = Button(bf1, text='3', font=cour15, command=lambda: [pin\_entry.insert('end','3'), re\_entry.insert('end','3')])

b3.pack(side=LEFT)

b4 = Button(bf2, text='4', font=cour15, command=lambda: [pin\_entry.insert('end','4'), re\_entry.insert('end','4')])

b4.pack(side=LEFT)

b5 = Button(bf2, text='5', font=cour15, command=lambda: [pin\_entry.insert('end','5'), re\_entry.insert('end','5')])

b5.pack(side=LEFT, padx=10)

b6 = Button(bf2, text='6', font=cour15, command=lambda: [pin\_entry.insert('end','6'), re\_entry.insert('end','6')])

b6.pack(side=LEFT)

b7 = Button(bf3, text='7', font=cour15, command=lambda: [pin\_entry.insert('end','7'), re\_entry.insert('end','7')])

b7.pack(side=LEFT,pady=10)

b8 = Button(bf3, text='8', font=cour15, command=lambda: [pin\_entry.insert('end','8'), re\_entry.insert('end','8')])

b8.pack(side=LEFT, padx=10)

b9 = Button(bf3, text='9', font=cour15, command=lambda: [pin\_entry.insert('end','9'), re\_entry.insert('end','9')])

b9.pack(side=LEFT)

btn = Button(bf4, text=' ', font=cour15)

btn.pack(side=LEFT)

b0 = Button(bf4, text='0', font=cour15, command=lambda: [pin\_entry.insert('end','0'), re\_entry.insert('end','0')])

b0.pack(side=LEFT, padx=10)

btn\_ = Button(bf4, text=' ', font=cour15)

btn\_.pack(side=LEFT)

enter\_btn = Button(bf, text='ENTER', font=cour15, fg='orange',bg='royalblue', command=message\_func )

enter\_btn.pack(side=LEFT, pady=10)

clear\_btn = Button(bf, text='CLEAR', font=cour15, fg='orange',bg='royalblue', command=lambda: [pin\_entry.delete(0), re\_entry.delete(0)])

clear\_btn.pack(side=LEFT, padx=10)

# options window

def option\_func():

enter\_pin.new\_win.withdraw() # check enter\_pin() function for the functionality of .withdraw()

option\_func.option\_win = Toplevel(win)

option\_func.option\_win.geometry('460x390')

option\_func.option\_win.configure(bg='orange')

# option\_win.grab\_set() ## check enter\_pin() function for the functionality of .grab\_set()

text\_title = Label(option\_func.option\_win, text='\nATM', font=tim40,fg='royalblue',bg='orange')

text\_title.pack()

rf = Frame(option\_func.option\_win) #right frame

rf.pack(side=RIGHT)

lf = Frame(option\_func.option\_win) #left frame

lf.pack(side=LEFT)

withdrawal\_btn = Button(rf, text= ' WITHDRAWAL ', font=cour15, fg='orange',bg='royalblue', command=withdrawal\_func)

withdrawal\_btn.pack()

balance\_btn = Button(rf, text=' BALANCE INQ ', font=cour15,fg='orange',bg='royalblue', command=balance\_func)

balance\_btn.pack()

change\_pin\_btn = Button(lf, text=' CHANGE PIN ', font=cour15,fg='orange',bg='royalblue', command=change\_pin\_func)

change\_pin\_btn.pack(padx=1)

exit\_btn = Button(lf, text=' EXIT ', font=cour15, fg='orange',bg='royalblue',command=lambda: [option\_func.option\_win.destroy(), enter\_pin.new\_win.deiconify()])

exit\_btn.pack(padx=0,pady=0)

def enter\_pin():

win.withdraw()

enter\_pin.new\_win = Toplevel(win)

enter\_pin.new\_win.geometry('460x390')

enter\_pin.new\_win.configure(bg='orange')

#enter\_pin.new\_win.grab\_set()

def setInputText(text):

entry\_box.insert('end',text)

def text\_delete():

entry\_box.delete(0)

lbl = Label(enter\_pin.new\_win, text='Enter your PIN',font=cour20,fg='royalblue',bg='orange')

lbl.pack(pady=20)

entry\_box = Entry(enter\_pin.new\_win, font=cour15, show='\*', justify='center',bg='white',fg='black')

entry\_box.pack()

bf = Frame(enter\_pin.new\_win,background='orange')

bf.pack(side=BOTTOM)

bf0 = Frame(enter\_pin.new\_win,background='orange')

bf0.pack(side=BOTTOM)

bf1 = Frame(enter\_pin.new\_win,background='orange')

bf1.pack(side=BOTTOM)

bf2 = Frame(enter\_pin.new\_win,background='orange')

bf2.pack(side=BOTTOM)

bf3 = Frame(enter\_pin.new\_win,background='orange')

bf3.pack(side=BOTTOM)

bf4 = Frame(enter\_pin.new\_win,background='orange')

bf4.pack(side=BOTTOM)

rf = Frame(enter\_pin.new\_win,background='orange')

rf.pack(side=RIGHT)

btn1 = Button(bf4,text='1',font=cour15, command=lambda:setInputText('1'))

btn1.pack(side=LEFT, pady=10)

btn2 = Button(bf4, text='2', font=cour15, command=lambda:setInputText('2'))

btn2.pack(side=LEFT,padx=10)

btn3 = Button(bf4, text='3', font=cour15, command=lambda:setInputText('3'))

btn3.pack(side=LEFT)

btn4 = Button(bf3, text='4', font=cour15, command=lambda:setInputText('4'))

btn4.pack(side=LEFT)

btn5 = Button(bf3, text='5', font=cour15, command=lambda:setInputText('5'))

btn5.pack(side=LEFT,padx=10)

btn6 = Button(bf3, text='6', font=cour15, command=lambda:setInputText('6'))

btn6.pack(side=LEFT)

btn7 = Button(bf2, text='7', font=cour15, command=lambda:setInputText('7'))

btn7.pack(side=LEFT,pady=10)

btn8 = Button(bf2, text='8', font=cour15, command=lambda:setInputText('8'))

btn8.pack(side=LEFT, padx=10)

btn9 = Button(bf2, text='9', font=cour15, command=lambda:setInputText('9'))

btn9.pack(side=LEFT)

btn = Button(bf1, text=' ', font=cour15)

btn.pack(side=LEFT)

btn0 = Button(bf1, text='0', font=cour15, command=lambda:setInputText('0'))

btn0.pack(side=LEFT, padx=10)

btn\_ = Button(bf1, text=' ', font=cour15)

btn\_.pack(side=LEFT)

enter\_btn = Button(bf0, text='ENTER', font=cour15,fg='orange',background='royalblue', command=option\_func)

enter\_btn.pack(side= LEFT, pady=10,padx=10)

exit\_btn = Button(bf0, text='EXIT', font=cour15, fg='orange',background='royalblue', command=lambda:[enter\_pin.new\_win.destroy(), win.deiconify()]) # .deiconify() makes the associated window visible

exit\_btn.pack(side=RIGHT, padx=10)

clear\_btn = Button(bf0,text='CLEAR', font=cour15, fg='orange',background='royalblue', command=text\_delete)

clear\_btn.pack(side=LEFT)

note = Label(bf, text='Note:Enter pin either from keyboard or keypad', fg='red',bg='orange')

note.pack()

# main opening window

title\_label = Label(win, text='ATM', font=tim40, fg='royalblue',bg='orange')

title\_label.pack(pady=10)

#displaying some introduction

user\_id = random.randrange(1000,10000)

intro = Label(win, text='\nWelcome User '+str(user\_id), font=cour20, fg='green',bg='orange')

intro.pack()

option\_label = Label(win, text='\nSelect your account type', font=cour15, fg='royalblue',bg='orange')

option\_label.pack(pady=0,padx=0)

bottom\_frame = Frame(win)

bottom\_frame.pack(side=BOTTOM)

right\_frame = Frame(win)

right\_frame.pack(side=RIGHT)

note = Label(bottom\_frame, text='NOTE:Use only EXIT button to exit', font=cour15, fg='red',background='orange')

note.pack(pady=0)

saving = Button(right\_frame, text=' Savings ', font=cour15, bg='royalblue', fg='orange', command=enter\_pin)

saving.pack(padx=0, pady=0)

current = Button(right\_frame, text=" Current ", font=cour15, bg='royalblue', fg='orange', command=enter\_pin)

current.pack(padx=0, pady=0)

win.mainloop()