



ATM (Automated Teller Machine)

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Introduction:

An Automated Teller Machine (ATM) is a self-service electronic banking device that enables customers to perform various financial transactions without the need for a human teller or bank representative. It has revolutionized the way people access their bank accounts and manage their finances, providing convenience and accessibility 24/7.

Existing systems

There are some exiting systems and technologies that are not ATM machines themselves, but they complement or enhance the ATM experience in various ways:

- Mobile Banking Apps
- Virtual ATMs
- Biometric Payments
- Cardless Payments
- Cash Recyclers

Proposed System

This advanced ATM proposed system, offering seamless cash withdrawals, bill payments, and charitable donations (including "Zuqaat"). With a secure biometric authentication, users can access real-time account balances. Personalized transaction pre-sets and contactless NFC payments ensure a swift and convenient banking experience. Instant charitable contribution receipts and data analytics for insights make our ATM system truly cutting-edge.

Project Title

UOG ATM (Automated Teller Machine)

Project Goals and Objectives

The ATM machine aims to:

- Provide convenient and efficient cash withdrawals, bill payments, and charitable donations.
- Ensure secure biometric authentication for customer account safety.
- Enable real-time access to account balances.
- Offer personalized transaction pre-sets for user preferences.
- Support contactless NFC payments for faster transactions.
- Provide instant charitable contribution receipts for transparency.
- Utilize data analytics for better insights and service improvements.

- Enhance the overall user experience through seamless functionality and advanced features.

High-level system components:

- Cash Withdraw
- Bill Payment
- Charitable Donations
- Real-time Account Balances
- Receipt Generation
- Data Analytics and Insights

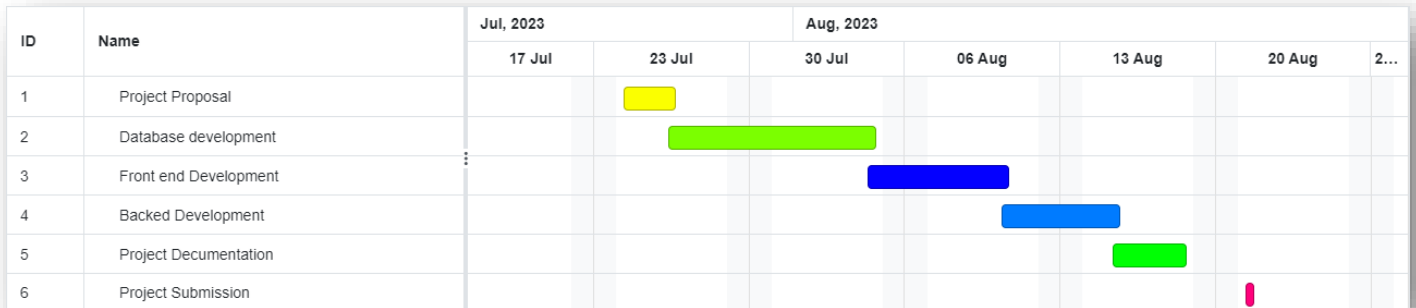
List of optional functional units:

- Admin transaction record view

Exclusions:

- Sound generation on transactions

1.9. Gantt chart:



1.10 Hardware and Software Specification:

No specific specification is needed for this project because it is a web application and it will work on mobile and PC. The only specification is, the system should have a browser on which this web application will run.

Hardware Specification:

- Any system with Internet Connection

System Utility:

- Any Smart Device or PC with all the required features like card reader, receipt generator and cash holder etc.

Application Utility:

- Netbeans
- Java
- Sql server or any other Database Server

Tools and technologies used with reasoning:

Tools:

- **Netbeans:**

It's support designing of applications with drag and drop options and easy database link with SQL server.

Technologies:

- **Frontend:**

JAVA

- **Backend:**

JAVA

- **Data base:**

SQL Server / Oracle

**Selection of all tools from the given list depends on needs & demands*