ATM INTERFACE:

In Java, we can create an ATM program for representing ATM transaction. In the ATM program, the user has to select an option from the options displayed on the screen. The options are related to withdraw the money, deposit the money, check the balance, and exit.

To withdraw the money, we simply get the withdrawal amount from the user and remove that amount from the total balance and print the successful message.

To deposit the money, we simply get the deposit amount from the user, add it to the total balance and print the successful message.

To check balance, we simply print the total balance of the user.

There are lots of differences between designing an ATM interface and other kinds of screen UI, including both web and mobile.

Despite our rich experience in UI design, we had to dive deeper into this field. The target is to create a solution that takes into account machines position, technical restrictions, and other aspects. And, what is really important, that is easy to use for people with color deficiency or vision impairment.

 An automated teller machine (ATM) is an electronic telecommunications system that allows customers of banking firms to conduct financial transactions. We can create an ATM program in Java to display ATM transactions, and users can withdraw money, deposit money, check the balance, and exit from the ATM.