using System;

using System.Collections.Generic;

namespace ATM

{

class Program

{

public static string Stars= "\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*";

public static string Star= "\*\*\*\*\*\*\*\*";

public static int Pin = 0629;

public static int pin;

public static int newpin;

static void Main(string[] args)

{

double balance = 10000.0;

List<Transaction> transactionHistory = new List<Transaction>();

Message();

while (true)

{

Console.WriteLine("Enter your Pin: ");

pin=int.Parse(Console.ReadLine());

if (pin == Pin)

{

ShowMainMenu();

}

else if (pin == newpin)

{

ShowMainMenu();

}

else

{

Console.WriteLine("Incorrect PIN");

}

int choice = int.Parse(Console.ReadLine());

switch (choice)

{

case 1:

Console.WriteLine("Your balance is ₱" + balance);

break;

case 2:

Console.Write("Enter deposit amount: ");

double depositAmount = double.Parse(Console.ReadLine());

balance += depositAmount;

Transaction depositTransaction = new Transaction(depositAmount, TransactionType.DEPOSIT);

transactionHistory.Add(depositTransaction);

Console.WriteLine("Deposit successful. New balance is ₱" + balance);

break;

case 3:

Console.Write("Enter withdrawal amount: ");

double withdrawalAmount = double.Parse(Console.ReadLine());

if (withdrawalAmount > balance)

{

Console.WriteLine("Insufficient funds!");

}

else

{

balance -= withdrawalAmount;

Transaction withdrawalTransaction = new Transaction(withdrawalAmount, TransactionType.WITHDRAWAL);

transactionHistory.Add(withdrawalTransaction);

Console.WriteLine("Withdrawal successful. New balance is ₱" + balance);

}

break;

case 4:

Console.WriteLine("Transaction history:");

foreach (Transaction transaction in transactionHistory)

{

Console.WriteLine(transaction);

}

break;

case 5:

Console.WriteLine("Enter New Pin: ");

newpin=int.Parse(Console.ReadLine());

if (pin == newpin)

{

ShowMainMenu();

}

else

{

}

break;

case 6:

Console.WriteLine("Thank you for using the ATM!");

Environment.Exit(0);

break;

default:

Console.WriteLine("Invalid choice!");

break;

}

}

}

static void ShowMainMenu()

{

Console.WriteLine(Stars);

Console.WriteLine(Stars);

Console.WriteLine("Welcome to the ATM!");

Console.WriteLine(Stars);

Console.WriteLine(Stars);

Console.WriteLine("1. Check balance");

Console.WriteLine("2. Deposit");

Console.WriteLine("3. Withdraw");

Console.WriteLine("4. Transaction history");

Console.WriteLine("5. Change PIN");

Console.WriteLine("6. Exit");

Console.WriteLine(Stars);

Console.WriteLine("Enter your choice: ");

}

static void Message()

{

Console.WriteLine(Stars);

Console.WriteLine(Stars);

Console.WriteLine(Star+ " WELCOME TO ANGEL'S ATM " + Star);

Console.WriteLine(Stars);

Console.WriteLine(Stars);

}

}

// Transaction class to store transaction information

class Transaction

{

public double Amount { get; }

public TransactionType Type { get; }

public DateTime Date { get; }

public Transaction(double amount, TransactionType type)

{

Amount = amount;

Type = type;

Date = DateTime.Now;

}

public override string ToString()

{

string typeString = (Type == TransactionType.DEPOSIT) ? "deposit" : "withdrawal";

return Date + " - " + typeString + " ₱" + Amount;

}

}

// Enum to represent transaction types

enum TransactionType

{

DEPOSIT,

WITHDRAWAL

}

}