## Objectives:

As a programmer, you will be expected to understand good coding practice and logical structures.  For this project *you must show mastery of*:

- Proper code layout
- Variable declaration and initialization
- Constant declaration and initialization
- Collections (arrays)
- Modularization
- Dispatching
- Program sequence and selection
- Cohesion
- Good programming practices

## Links:

Helpers: **1**, **2**, **3**,

**Rubric**

# CIS 104 Mid-Term Exam

Mastering code and creating interesting algorithms

## Task

Write a program that simulates an automatic teller machine (ATM).

Assume an initial balance of $1,000.00 in both a checking and savings account. A user may withdraw, deposit, transfer funds, or inquire as many times as she desires. The program will only end when the user chooses to quit, otherwise the program should loop and prompt the users for actions.

For security, include an authentication routine that will prompt the user to enter a card holder name, number, and pin. The user is only allowed three attempts to enter the correct pin which should authenticate to the correct card number (you should have card number/pin combos already in your program that the user tests against. After the third attempt the program should terminate.

**OPEN BOOK, OPEN NOTES, OPEN INTERNET!**