**ATM Simulator – Report**

**Group 2 - Musa Kolo & Carim Akeju**

For this assignment we decided to partner up as we have worked together before and we know how we work as individuals which allowed us to complete the assignment smoothly without any conflict of opinions.

The first thing we decided to do as a pair was of course to meet up and discuss how we should go about approaching the task. We then proceeded to designing the basic flow of events on a piece of paper to ensure that we have that covered when it comes to implementing the simulator. We wanted the ATM instances to look and feel like a real system to give a feel of familiarity to users.

Upon running the program the user would be displayed with the ‘Control’ form which provides the user with the options either to open up a ‘New ATM instance’ or the other option to ‘Add new account’.

In general creating the functions to deposit money into an account was not too much of a challenge and this was followed up by the withdraw method which was not too dissimilar to the depositing function.

However the one aspect of the work which proved to be challenging was getting the ATM instances to work asynchronously so getting the thread to function correctly took most of the time in the whole process. To work a way around the problem we attempted using a BackGroundWorker which is part of the forms namespace.