ATM functions---

Index.html

<!DOCTYPE html>

<html>

<head>

<script src="https://ajax.googleapis.com/ajax/libs/angularjs/1.6.10/angular.min.js" data-require="angular.js@4.0.0" data-semver="4.0.0"></script>

<script src="script.ts" data-require="angular.js@4.0.0" data-semver="4.0.0"></script>

<script src="system.config.js" data-require="angular.js@4.0.0" data-semver="4.0.0"></script>

<script src="tsconfig.json" data-require="angular.js@4.0.0" data-semver="4.0.0"></script>

<link href="style.css" rel="stylesheet" />

<script src="script.js"></script>

</head>

<body ng-app="myApp" ng-controller="MainCtrl">

<h1>D Bank's ATM machine</h1>

<!--HTML5 attribute required to specify that the input field must be filled out

$dirty The field has been modified

$invalid The field content is not valid

$valid The field content is valid

They are all properties of the input field, and are either true or false.-->

<!-- required in order to for values to be entered-->

<p>Initial Balance: {{bal}}<br></p>

<form name="myForm" novalidate>

<p>Make a Deposit:<br>

<input type="number" name="deposit" ng-model="deposit" required>

<input type="submit" value="Deposit" ng-click="depo(deposit)" ng-disabled="myForm.deposit.$invalid">

</p>

<p>Make a Withdrawal:<br>

<input type="number" name="withdraw" ng-model="withdraw" required>

<input type="submit" value="Withdraw" ng-click="withd(withdraw)" ng-disabled="myForm.withdraw.$invalid">

</p>

<p>Your Current Balance: {{newBal}}<br></p>

<p><label>Check Interest Accrual: <br><select ng-model="selectedItem" ng-options="x.name for x in items track by x.name"></select></label>

<input type="submit" value="Interest" ng-click="interest(selectedItem.value)">

Total: ${{result2}}

</p>

</form>

<p>

<input type="submit" value="Logout" ng-click="back()">

</p>

</body>

</html>

Script.js

// Code goes here

var app = angular.module('myApp', []);

app.controller('MainCtrl', function

($scope) {

//default selected name game mode

$scope.selectedItem = {name: "1yr", value: 1};

//array value of three game modes dictating the max value

$scope.items = [

{name: "6mo", value: 0.5},

{name: "1yr", value: 1},

{name: "5yr", value: 5}

];

//const interest rate

$scope.rate = 0.03;

//initial Bal

$scope.bal = 100;

$scope.newBal = 0;

$scope.newBal += $scope.bal;

//1st function

$scope.depo=function(num1) {

$scope.result=$scope.newBal +parseInt(num1);

$scope.newBal = $scope.result;

};

//2nd function

$scope.withd=function(num1) {

if (parseInt(num1) <= $scope.newBal){

$scope.result=$scope.newBal -parseInt(num1);

$scope.newBal = $scope.result;

} else {

alert("You cannot withdraw more than you have!");

}

};

//3rd function

$scope.interest=function(num1) {

$scope.result2=$scope.newBal \* (1 + ($scope.rate \* num1));

};

$scope.back = function(){

window.location = "index.html";

};

});

Style.css

/\* Styles go here \*/

input.ng-invalid {

background-color: pink;

}

input.ng-valid {

background-color: lightgreen;

}

input.ng-pristine {

background-color: white;

}