AUTOMATED TELLER MACHINE PROJECT ON JAVA PROGRAMMING

SOURCE CODE:

import java.util.Scanner;

public class Main {

private static Scanner scanner = new Scanner(System.in);

private static int balance = 1000;

public static void main(String[] args) {

while (true) {

System.out.println("1. Check balance");

System.out.println("2. Withdraw");

System.out.println("3. Deposit");

System.out.println("4. Quit");

System.out.print("Enter choice: ");

int choice = scanner.nextInt();

switch (choice) {

case 1:

checkBalance();

break;

case 2:

withdraw();

break;

case 3:

deposit();

break;

case 4:

System.out.println("Thank you for using this ATM. Goodbye!");

System.exit(0);

default:

System.out.println("Invalid choice. Please try again.");

}

}

}

private static void checkBalance() {

System.out.println("Your balance is " + balance + " rupees.");

}

private static void withdraw() {

System.out.print("Enter amount to withdraw: ");

int amount = scanner.nextInt();

if (amount <= balance) {

balance -= amount;

System.out.println("Please take your money.");

} else {

System.out.println("Insufficient funds.");

}

}

private static void deposit() {

System.out.print("Enter amount to deposit: ");

int amount = scanner.nextInt();

balance += amount;

System.out.println("Your new balance is " + balance + " rupees.");

}

}