

ATM Script – Classwork Tasks

Average Time: 45 min

Learning Objective:

The goal is to understand the following concepts by implementing them using an ATM script

- Control statements such as 'if' and 'for' loop
- Arrays
- JavaScript operators
- Functions

Assignment Requirements:

Task 1

- Create a new script with the name atmApp.js
- Now consider the flow you see in ATM and mimic the same in your script
 - Add a prompt that asks for your card number (keep it four-digit to be simple)
 - Now add a check if the card digit matches, and then you print the message welcome and your name
 - Now ask for your ATM pin
 - Now add an if loop to validate your ATM pin, if it matches, then proceed further; otherwise, print an error message on the console
 - Now ask the user how much money he wants to withdraw.
 - Now add an if loop to ensure the money we are trying to withdraw is within limits and less than your available balance and accordingly proceed in the control flow
 - At the end, print your remaining account balance in the console

Task 2

- In the same script, we will add an array
- After each successful withdrawal, we need to push the remaining balance to this array
- Now, at the start of a script, ask the user one more prompt if he wants to display the last three balances
- If yes, then at the end of each transaction, we will display the last three balances to him

Task 3

- In the same ATM script, we will now add functions.
- Let's add a function that checks if the entered ATM PIN is correct and accordingly returns true or false
- Let's add a function to withdraw money from an ATM
- Let's add a function that displays the last 5 transaction

Expected Outcome:

Upon completion, you should be able to:

- Use a prompt in the browser to take user input
- Use an equality operator to check the conditions
- Use arithmetic operators for calculation
- Use assignment operator to reassign value

- Push values to an array
- Use for loop to iterate through an array
- Use functions to make reusable code
- Return statement in function