In [1]:
```
#create class
class Atm:
    def __init__(self,pin,balance):
        self.pin=pin
        self.balance=balance

    def show(self):
        Enter=input("""
        1. Enter your pin
        2. if new>Create pin
        3. Change the pin
        4. Checking balance
        5. Withdraw
        6. Deposit
        7. Withdraw
        """)

#lets see will it work till here
```

In [2]:
```
#yes it worked, we did not got any error
```

In [3]:
```
#But how to runit? We need to have object
```

In [4]:
```
class Atm:
    def __init__(self,pin,balance):
        self.pin=pin
        self.balance=balance

    def show(self):
        Enter=input("""
        1. Enter your pin
        2. if new>Create pin
        3. Change the pin
        4. Checking balance
        5. Withdraw
        6. Deposit
        7. Withdraw
        """)

#creating object
obj1=Atm() #will it run? without providing any attributes?
```

```
---------------------------------------------------------------------------
TypeError                                 Traceback (most recent call last)
Cell In[4], line 18
      7         Enter=input("""
      8         1. Enter your pin
      9         2. if new>Create pin
   (...)
     14         7. Withdraw
     15         """)
     17 #creating object
---> 18 obj1=Atm()

TypeError: Atm.__init__() missing 2 required positional arguments: 'pin' and 'balance'
```

In [1]:
```
class Atm:
    def __init__(self):  #creating non parametrized constructor
        self.pin=""
        self.balance=1000
        self.show()  #calling show function

    def show(self):
        print("Welcome to ATM")
        Enter=input("""
        1. Enter your pin
        2. if new>Create pin
        3. Change the pin
        4. Checking balance
        5. Withdraw
        6. Deposit
        7. Withdraw
        """)

    def CreatePin(self):
        self.pin=int(input("Enter pin you want to create: "))
        print("Pin Created")



#Creating object
obj1=Atm()
```

```
Welcome to ATM

        1. Enter your pin
        2. if new>Create pin
        3. Change the pin
        4. Checking balance
        5. Withdraw
        6. Deposit
        7. Withdraw
        1
```

In [4]:
```
#lets do more and more appropriate way
```

In [7]:
```
class Atm:
    def __init__(self):  #creating non parametrized constructor
        self.pin=""
        self.balance=1000
        self.show()  #calling show function

    def show(self):
        print("Welcome to ATM")
        Enter=input("""
        1. Enter your pin
        2. if new>Create pin
        3. Change the pin
        4. Checking balance
        5. Withdraw
        6. Deposit
        7. Withdraw
        """)

        if Enter=="1":
            pass
        elif Enter=="2":
            self.CreatePin()

    def CreatePin(self):
        self.pin=int(input("Enter pin you want to create: "))
        print("Pin Created")



#Creating object
obj1=Atm()
```

```
Welcome to ATM

        1. Enter your pin
        2. if new>Create pin
        3. Change the pin
        4. Checking balance
        5. Withdraw
        6. Deposit
        7. Withdraw
        2
Enter pin you want to create: 1122
Pin Created
```

In [8]:
```
#see it is working till now, now lets add more if else and other method.
```

In [3]:
```
class Atm:
    def __init__(self):  #creating non parametrized constructor
        self.pin=""
        self.balance=1000
        self.show()  #calling show function

    def show(self):
        print("Welcome to ATM")
        Enter=input("""
        1. Enter your pin
        2. if new>Create pin
        3. Change the pin
        4. Checking balance
        5. Withdraw
        6. Deposit
        7. Withdraw
        """)

        if Enter=="1":
            self.Enterpin()
        elif Enter=="2":
            self.CreatePin()
        elif Enter=="3":
            self.Changepin()

    def CreatePin(self):
        self.pin=int(input("Enter pin you want to create: "))
        print("Pin Created, now proceed")
```

```
        self.show()

    def Enterpin(self):
        self.enterpin=int(input("Enter your pin: "))
        if self.enterpin==self.pin:
            print("Please proceed")
            self.show()

    def Changepin(self):
        self.oldpin=int(input("Enter your old pin: "))
        self.newpin= int(input("Enter pin you want to change: "))
        if self.oldpin!=self.newpin:
            self.newpin==self.pin
            print("Pin changed")
        else:
            print("You entered same old pin, please change")



#Creating object
obj1=Atm()
```

```
Welcome to ATM

        1. Enter your pin
        2. if new>Create pin
        3. Change the pin
        4. Checking balance
        5. Withdraw
        6. Deposit
        7. Withdraw
        1
Enter your pin: 1212
```

In [4]:
```
#it work but lets run again, want to check by choosing 2 at first and 1
```

In [ ]:
```
obj1=Atm()
```

```
Welcome to ATM

        1. Enter your pin
        2. if new>Create pin
        3. Change the pin
        4. Checking balance
        5. Withdraw
        6. Deposit
        7. Withdraw
        2
Enter pin you want to create: 1212
Pin Created, now proceed
Welcome to ATM

        1. Enter your pin
        2. if new>Create pin
        3. Change the pin
        4. Checking balance
        5. Withdraw
        6. Deposit
        7. Withdraw
        1
Enter your pin: 1212
Please proceed
Welcome to ATM
```

In [ ]:
```
#yes it worked, lets made more effective
```

In [1]:
```
class Atm:
    def __init__(self):  #creating non parametrized constructor
        self.pin=""
        self.balance=1000
        self.show()  #calling show function

    def show(self):
        print("Welcome to ATM")
        Enter=input("""
        1. Enter your pin
        2. if new>Create pin
        3. Change the pin
        4. Checking balance
        5. Withdraw
        6. Deposit
        7. Exit
        """)

        if Enter=="1":
            self.Enterpin()
        elif Enter=="2":
            self.CreatePin()
```

```
        elif Enter=="3":
            self.Changepin()
        elif Enter=="4":
            self.balancecheck()
        elif Enter=="5":
            self.withdraw()
        elif Enter=="6":
            self.deposit()
        elif Enter=="7":
            self.exit()

    def CreatePin(self):
        self.pin=int(input("Enter pin you want to create: "))
        print("Pin Created, now proceed")
        self.show()

    def Enterpin(self):
        self.enterpin=int(input("Enter your pin: "))
        if self.enterpin==self.pin:
            print("Please proceed")
            self.show()

    def Changepin(self):
        self.oldpin=int(input("Enter your old pin: "))
        self.newpin= int(input("Enter pin you want to change: "))
        if self.oldpin!=self.newpin:
            self.newpin==self.pin
            print("Pin changed")
        else:
            print("You entered same old pin, please change")

    def balancecheck(self):
        print("Your current balance is",self.balance)

    def withdraw(self):
        self.withdrawamaount=int(input("Enter amount you want to withdraw: "))
        if self.withdrawamount>self.balance:
            print("you cannot withdraw more amount then your balance")
        else:
            print("Thank you and your current balance after withdraw is: ", (self.balance-self.withdrawamount))

    def deposit(self):
        self.deposit=int(input("Enter amount you want to deposit: "))
        print("Thank you and your current balance after deposit is: ", (self.balance+self.deposit))

    def exit(self):
        print("Thank you")



#Creating object
obj1=Atm()
```

```
Welcome to ATM

        1. Enter your pin
        2. if new>Create pin
        3. Change the pin
        4. Checking balance
        5. Withdraw
        6. Deposit
        7. Exit
        6
Enter amount you want to deposit: 10000
Thank you and your current balance after deposit is:  11000
```

In [2]:
```
#its working, but we have to make it more effective and easy, so we will do more progress in this project after
#about OOP concepts like = inheritance, encapsulation, polymorphisim.
```