

INTEL UNNATI INDUSTRIAL TRAINING

On

The Design and Implementation of Automated Teller Machine(FSM)Controller

By

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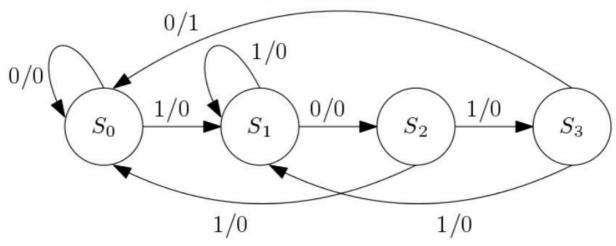
BLOCK DIAGRAM

aqi	Copy code
+	
User Interface	
+	
1 1	
(Keypad) (Display Screen)	
1 1	
+	+
Card Reader	1
+	+
(Magnetic Stripe)	
+	+
Authentication	
& Security	- A
+	+
1	
(Communication Network)	
1	
+	
Transaction Processor	
+	+
(Bank Server)	
(bunk berver)	
+	-+
Cash Dispenser	1
+	+

FSM STATE DIAGRAM

```
Constant
         (Enter PIN) ( (Select Option)
         (Card Inserted)
          Authoritication
(Fransaction Complete) | (Transaction Failed)
       Transaction Receipt
```

FSM (mealy/moore) of the Design and Implementation of Automated Teller Machine(FSM)



Verolig Code:

module ATM_Withdrawal(

input wire clk,

input wire reset,

```
input wire enable,
 input wire keypad,
 input wire card_detected,
 input wire pin_entered,
 input wire withdrawal_button,
 output reg dispense_cash,
 output reg transaction_complete
);
 // Internal state definition
 typedef enum logic [2:0] {
  IDLE,
  CARD_INSERTED,
  PIN_ENTERED,
  TRANSACTION,
  CASH_DISPENSED
 } state_t;
 // Registers
```

```
reg [2:0] state_reg;
reg [3:0] incorrect_attempts_reg;
reg [3:0] cash_count_reg;
reg [7:0] pin_reg;
// Constants
parameter MAX_INCORRECT_ATTEMPTS = 3;
parameter WITHDRAWAL_AMOUNT = 100;
// State register and next state logic
always @(posedge clk, posedge reset) begin
 if (reset) begin
  state_reg <= IDLE;
  incorrect_attempts_reg <= 0;
  cash_count_reg <= 0;
  pin_reg <= 0;
 end else begin
  case (state_reg)
   IDLE:
```

```
if (enable && card_detected)
  state_reg <= CARD_INSERTED;
CARD INSERTED:
 if (enable && pin_entered)
  state_reg <= PIN_ENTERED;
 else if (!card_detected)
  state_reg <= IDLE;
PIN ENTERED:
 if (enable && keypad)
  state_reg <= TRANSACTION;
 else if (!pin_entered)
  state_reg <= CARD_INSERTED;
TRANSACTION:
 if (cash_count_reg >= WITHDRAWAL_AMOUNT)
  state_reg <= CASH_DISPENSED;
 else if (!withdrawal_button)
  state reg <= PIN ENTERED;
CASH_DISPENSED:
 if (enable)
```

```
state_reg <= IDLE;
  endcase
 end
end
// State actions and outputs
always @(state_reg or withdrawal_button) begin
 case (state_reg)
  IDLE:
   dispense_cash <= 0;
   transaction_complete <= 0;
  CARD_INSERTED:
   dispense_cash <= 0;
   transaction_complete <= 0;
  PIN_ENTERED:
   dispense_cash <= 0;
   transaction_complete <= 0;
  TRANSACTION:
```

```
if (withdrawal_button && cash_count_reg <
WITHDRAWAL_AMOUNT) begin
     cash_count_reg <= cash_count_reg + 10;
     dispense_cash <= 1;
    end else begin
     dispense_cash <= 0;
    end
    transaction_complete <= 0;
   CASH_DISPENSED:
    cash_count_reg <= cash_count_reg -
WITHDRAWAL_AMOUNT;
    dispense_cash <= 0;
    transaction complete <= 1;
  endcase
 end
```

endmodule The designed ATM controller FSM should perform the following checks

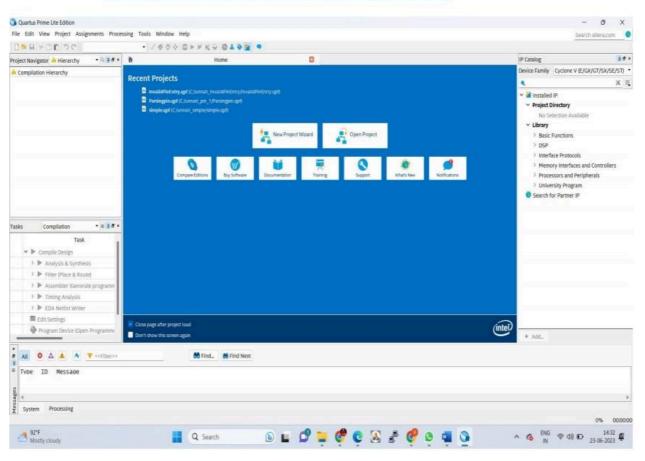
• Invalid PIN entry (3 times allowed and later it should lock theaccount for next 24 hours)

- Withdraw
- Deposit
- · Old balance and new balance display
- · Mini statement for the

recent transactions

Software Installation:

https://www.intel.com/content/www/us/en/software-kit/665990/intel-quartus-prime-lite-edition-design-software-version-18-1-for-windows.html



1.INVALID PIN ENTRY:

Verilog Code of Invalid Pin entry:

