**Algorithm for ATM functions**

1.Start

2.Create variables of suitable datatypes to collect user details

* Name – string
* Acct-Integer
* Balance –Real
* Pin- string
* Min- real

3. Get values for name, acct, balance and pin from user.

4. if pin is not of four digits. Then it is invalid and transaction cant be done

5. assign value of min as 500

6. Create variable fn of integer datatype

7. display all functions to user-

* 1 - withdrawal of money
* 2 - depositing money
* 3 - display account balance
* 4 - change pin

8. Get value of fn from user. If fn is not in between 1 and 4 (both inclusive) then display error.

9. If fn = 1 go into withdrawal programme.

10. If balance< =min then withdrawal cant be done. In any other case withdrawal can be done.

11. create variable amt of real datatype

12. get value of amt from user

13. create variable secret of datatype string

14. get value of secret from user.

15. if the values of pin and secret are the same then the amount to be withdrawn should be checked. If not then withdrawal cant take place.

16. if amt>balance then withdrawal cant happen. Otherwise withdrawal can take place.

17. Display balance-amt as current balance to user.

18. if balance-amt < 500 then output should be please deposit money to maintain minimum balance otherwise you may get penalized.

19. If fn = 2 go into deposit programme

20. Create variable amount of datatype integer

21. Get value of amount from user.

22. Create variable secretpin of datatype string

23. Get value of secretpin from user

24. If secretpin and pin are same then allow deposit if not display error

25. Display deposit successful and balance + amount as current balance

26. If fn = 3 go into view balance programme

27. Create variable secpin of datatype string

28. Get value of secpin from user

29. If secpin and pin are same then show account balance if not display error

30. If fn = 4 go into pin changing programme

31. Create variables sec,new,new2 of datatype string

32. Get value of sec from user

33. If sec and pin are same then go into pin changing programme if not display error

34. Get value of new pin as new from user

35. Get reentry of new pin as new2 from user

36. If new and new2 are same then change pin to new otherwise display error

37. Stop