

Green University of Bangladesh

Department of Computer Science and Engineering (CSE)

Faculty of Sciences and Engineering Semester: (Summer, Year: 2021), B.Sc. in CSE (Day)

Course Title: Structured Programming Lab Course Code: CSE 104 Section: 212DA

Lab Project Name: ATM BANKING SYSTEM.

Student Details

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Submission Date:	31/12/2021
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[For Teachers use only: Don't Write Anything inside this box]

<u>Lab Project Status</u>	
Marks:	Signature:
Comments:	Date:

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Chapter 1

Introduction

1.1 Introduction

The introduction of an automated teller machine came into lime light in the banking sector some years ago in Nigeria, as a result of the need to satisfy the customers transaction within and outside the banking sector and to proffer solution to the malicious act that was associated with rubbers stealing money from people when ever they are travelling for one business transaction or the other due to the large some of money they take along. An automatic teller machine or ATM allows a bank customer to conduct their banking transactions from almost every other ATM machine in the world. Before now, customers where withdrawing money from the bank via the counter method which created a lot of pressure on the cashiers due to the number of people to satisfy each day, due to this single act customers where complaining because some of them end up going home without any money and at the same time they spend all their time in the bank. In other to stop this re – occurrence in the banks, it was important to introduce this system so as to alleviate the problem. An automated teller machine (ATM), also known as a cash point (which is a trademark of Lloyds TSB), cash machine is a computerised telecommunications device that provides the clients of a financial institution with access to financial transactions in a public space without the need for a cashier, human clerk or bank teller.

1.2 Design Goals/Objective

The goal of the project is to design an ATM Banking System:

- I. To learn how to use ATM machine.
- II. To learn about withdraw and deposit money using ATM machine simply
- III. To reduce stress from withdrawing money.
- IV. Overall to make a safe transaction system.

Chapter 2

Implementation of the Project

1. Implementation

C source code

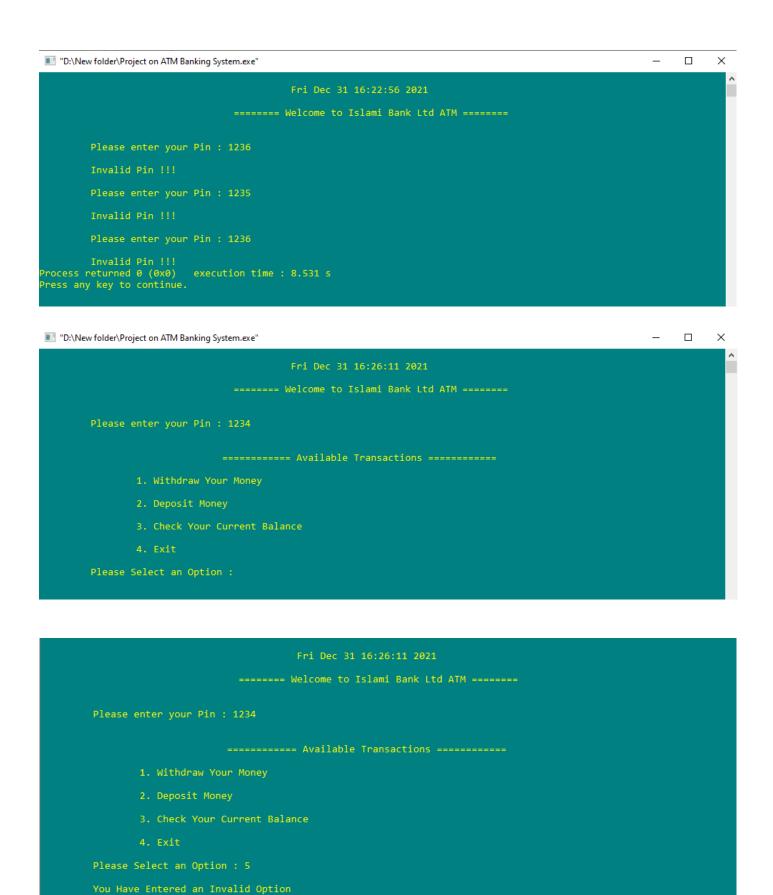
```
// Shoaib Ahmed (212902019)
//Project Title: "ATM Banking System".
#include <stdio.h>
#include <time.h>
int main()
  int balance = 10000, amount=1,count=0;
  int choice,pin=1234, entered pin;
  int continue transaction=1;
  system("color 3E");
  time t now;
  time(&now);
  printf("\n");
  printf("\t\t\t\t \%s",ctime(&now));
  printf("\n\t\t\t =======\n");
  while (entered pin != pin)
    printf("\n\n\t Please enter your Pin : ");
    scanf("%d", &entered pin);
    if (entered_pin != pin)
      printf("\n\t Invalid Pin !!!");
```

```
count++;
  if(count==3 && pin!=entered pin)
    exit(0);
while(continue transaction != 0)
  printf("\n\n\t\t\t==========");
  printf("\n\n\t\t 1. Withdraw Your Money");
  printf("\n\n\t\t 2. Deposit Money");
  printf("\n\n\t\t 3. Check Your Current Balance");
  printf("\n\n\t\t 4. Exit");
  printf("\n\n\t Please Select an Option : ");
  scanf("%d", & choice);
  switch (choice)
  case 1:
    while(amount%500!=0)
      printf("\n\n\t Please Enter the Amount of withdraw: ");
      scanf("%d",&amount);
      if(amount%500 !=0)
         printf("\n\t Amount Should be the Multiple of 500");
    if(balance<amount)
      printf("\n\t Sorry Sir, You have not sufficient money");
      amount=1;
      break;
    }
    else
```

```
balance = balance-amount;
    printf("\n\t Withdraw Successful ");
    printf("\n\t You have withdrawn TK. %d",amount);
    printf("\n\t And your current balance is TK. %d",balance);
    printf("\n\n\t\t\ ==========");
    amount=1;
    break;
case 2:
  while(amount%500 !=0)
    printf("\n\n\t Please Enter the Amount of Deposit : ");
    scanf("%d",&amount);
    if(amount%500 !=0)
      printf("\n\t Amount Should be the Multiple of 500");
  }
  balance=balance+amount;
  printf("\n\t Deposite Successful ");
  printf("\n\t You have Deposited TK. %d",amount);
  printf("\n\t And Your New Balance is TK. %d",balance);
  printf("\n\n\t\t ===========");
  amount=1;
  break;
case 3:
  printf("\n\t Your Current Balance is %d",balance);
  break;
case 4:
  break;
default:
  printf("\n\t You Have Entered an Invalid Option");
```

```
printf("\n\n\t DO U WISH TO HAVE ANOTHER TRANSCATION? Press 1[Yes],
0[No]");
    scanf("%d",&continue_transaction);
}
return 0;
}
```

Screenshots



```
1. Withdraw Your Money
2. Deposit Money
3. Check Your Current Balance
4. Exit
Please Select an Option: 1

Please Enter the Amount of withdraw: 560
Amount Should be the Multiple of 500
Please Enter the Amount of withdraw: 15000
Sorry Sir, You have not sufficient money
DO U WISH TO HAVE ANOTHER TRANSCATION? Press 1[Yes], 0[No]

Please Enter the Amount of withdraw: 15000
```

```
======= Available Transactions =========
                1. Withdraw Your Money
                2. Deposit Money
                3. Check Your Current Balance
                4. Exit
        Please Select an Option: 2
        Please Enter the Amount of Deposit : 10000
        Deposite Successful
        You have Deposited TK. 10000
        And Your New Balance is TK. 14000
                        ====== Thanks for Using Islami Bank Ltd. =======
        DO U WISH TO HAVE ANOTHER TRANSCATION? Press 1[Yes], 0[No]
                              ====== Available Transactions =======
               1. Withdraw Your Money
               2. Deposit Money
               3. Check Your Current Balance
               4. Exit
        Please Select an Option: 3
        Your Current Balance is 14000
        DO U WISH TO HAVE ANOTHER TRANSCATION? Press 1[Yes], 0[No]0
                         execution time : 228.710 s
Process returned 0 (0x0)
Press any key to continue.
```

Chapter 3

Conclusion

Learning Outcome

From this project we learned about how to use ATM machine. Now we will be able to

make our transactions more safely and easily using ATM Banking System.

Future Scope

- We can use graph theory to include route map in this project
- We can add database to our project to store all Customers information.

References

- [1] Author Initial. Author Surname, Title. City: Publisher, Year Published, p. Pages Used.
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- [3] O. B. R. Strimpel, "Computer graphics," in McGraw-Hill Encyclopedia of Science and Technology, 8th ed., Vol. 4. New York: McGraw-Hill, 1997, pp. 279-283.
- [4] K. Schwalbe, Information Technology Project Management, 3rd ed. Boston: Course Technology, 2004.