

# **ABSTRACT**

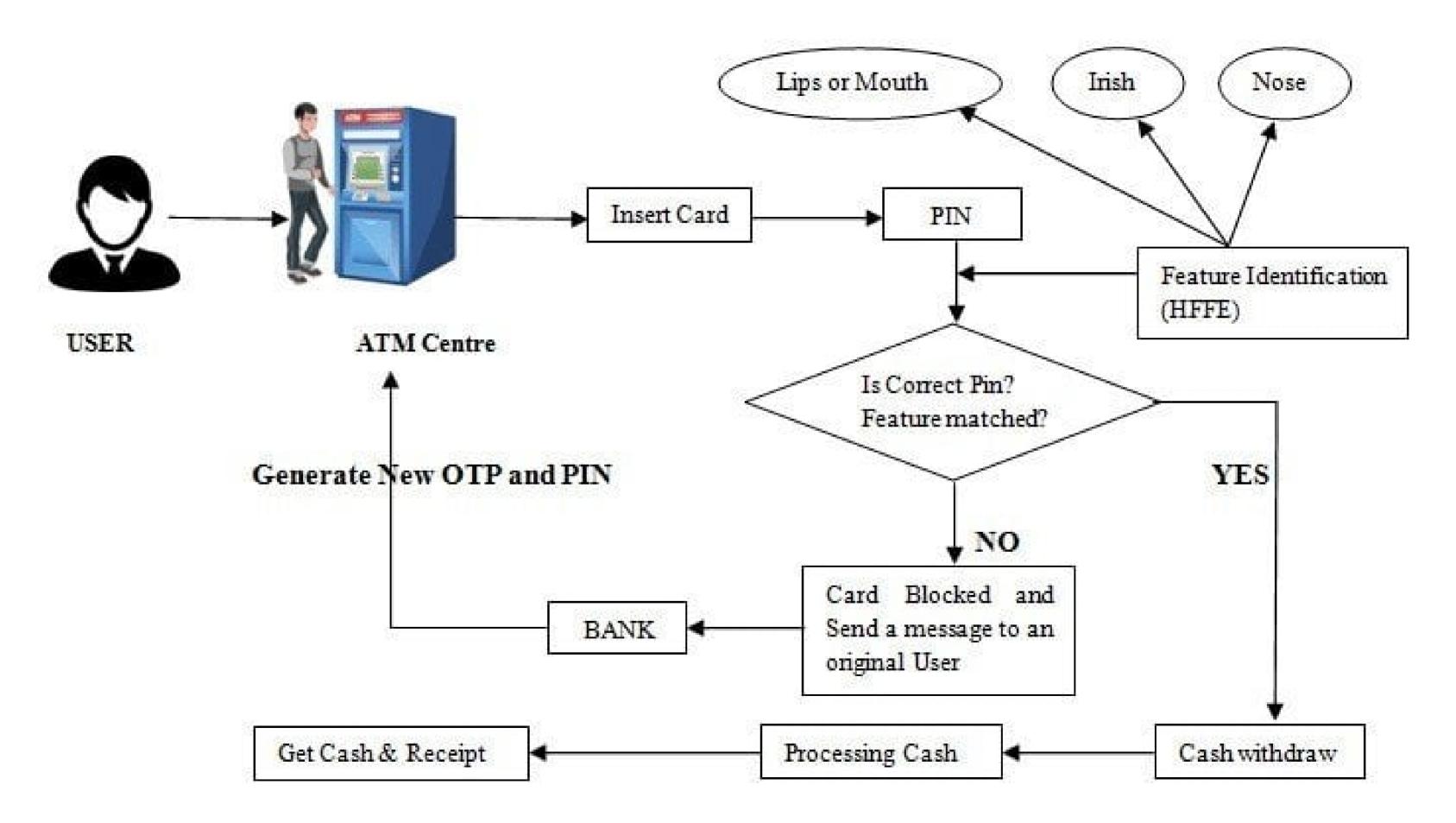
- The "Automated Teller Machine(ATM)" is a Java project that closely mimics the functionalities of a traditional ATM, featuring core Java technologies such as Swing and AWT for its user interface. It offers a comprehensive suite of banking services, including account creation, deposits, withdrawals, mini-statements, and PIN changes, providing customers with a secure and user-friendly banking experience.
- The system is integrated with a MySQL database to manage customer data and transaction records.
- Developed in the NetBeans IDE, this project exhibits realistic ATM operations, robust error handling, and scalability for future enhancements, making it a valuable asset for both customers and banking institutions.



#### **OBJECTIVES**

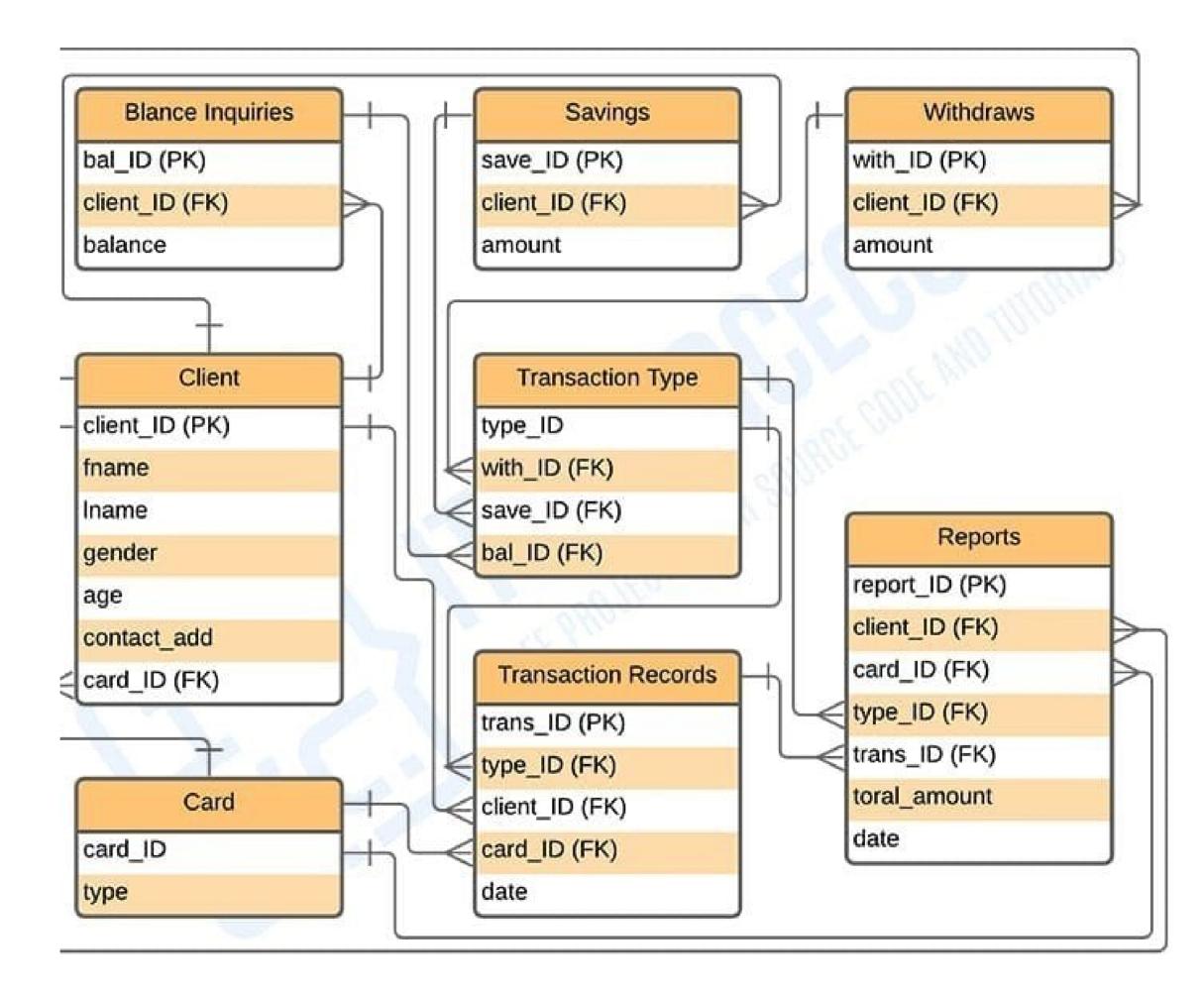
- Emulate Real ATM Operations: Develop a Java-based ATM Simulator that accurately replicates the functions of a physical ATM to provide a lifelike user experience.
- User-Friendly Interface: Create an intuitive and user-friendly interface using Java Swing and AWT, making the system accessible to users of all technical levels
- .Security: Implement robust security measures to safeguard user information and transactions, ensuring data privacy and integrity.
- Account Management: Enable users to open new bank accounts seamlessly within the application, simplifying the account creation process.
- Transaction Handling: Facilitate secure deposits and withdrawals, providing users with efficient and reliable financial transaction capabilities.
- Database Integration: Integrate a MySQL database to manage customer data and transaction records efficiently, ensuring data accuracy and accessibility.

### **ARCHITECTURE DIAGRAM**





## ATM MANAGEMENT SYSTEM



#### **OUTPUT**

