Project Name: Simple ATM Interface

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1. Introduction

This project is a **Simple ATM Interface** developed in C++ using Object-Oriented Programming concepts.
It simulates the working of an ATM by allowing users to create accounts, log in securely using a PIN, check their balance, deposit money, and withdraw money.

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2. Objectives

- To apply the concepts of **classes and objects** in C++.
- To use **file handling** for saving account details permanently.
- To create a simple **menu-driven application**.

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3. Features

- Create a new account with username and PIN.
- Login with username and PIN.
- Perform ATM operations:
    1. Check Balance
    2. Deposit Money
    3. Withdraw Money
- Data is saved in a file so that it remains after the program closes.

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4. Tools Used

- Programming Language: **C++**
- Header Files: iostream, fstream
- Compiler: g++ / Turbo C++

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5. Output (Sample Flow)

1. User creates an account.
2. Logs in using username and PIN.

3. Can deposit, withdraw, or check balance.
4. Data is updated and stored in file.

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6. Conclusion

The project helped us understand **Object-Oriented Programming**, especially the use of **classes, objects, and encapsulation**.
I also learned how to use **file handling** in C++ to save and update data.
This project shows how simple real-life systems like ATMs can be simulated using programming.