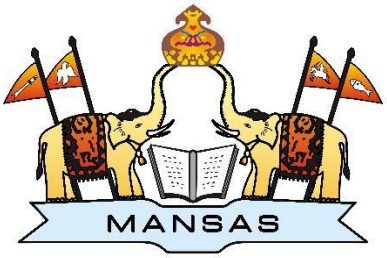
MVGR COLLEGE OF ENGINEERING (AUTONOMOUS)

VIZIANAGARAM

(AFFILIATED TO JNTUK)

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING



B. TECH (CSE)

II YEAR II SEMESTER

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HEAD OF THE DEPARTMENT: DR.P. RAVI KIRAN VARMA

SIGNATURE/ STAMP - HEAD OF THE DEPARTMENT

CERTIFICATE

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This is to certify that the project report entitled **ATM MANAGEMENT SYSTEM** being submitted by JANAGAMA ABHINAY, JARAJAPU UDAY, JETTIBOINA SWATHI, JUPALLI KOUSHIK PARDHIV, KOILADA DEEPAK MAHESH bearing registered Numbers 21331A0567, 21331A0568, 21331A0569, 21331A0570, 21331A0585 respectively, in partial fulfillment for the award of the degree of Bachelor of Technology in Computer Science and Engineering is a record of bonafide work done by them under my supervision during the academic year 2022-2023

Dr. P.RAVI KIRAN VARMA
Head of the Department
Dept. of Computer Science & Engineering

Mr. M. VAMSI KRISHNA
Assistant professor
Dept. of CSE

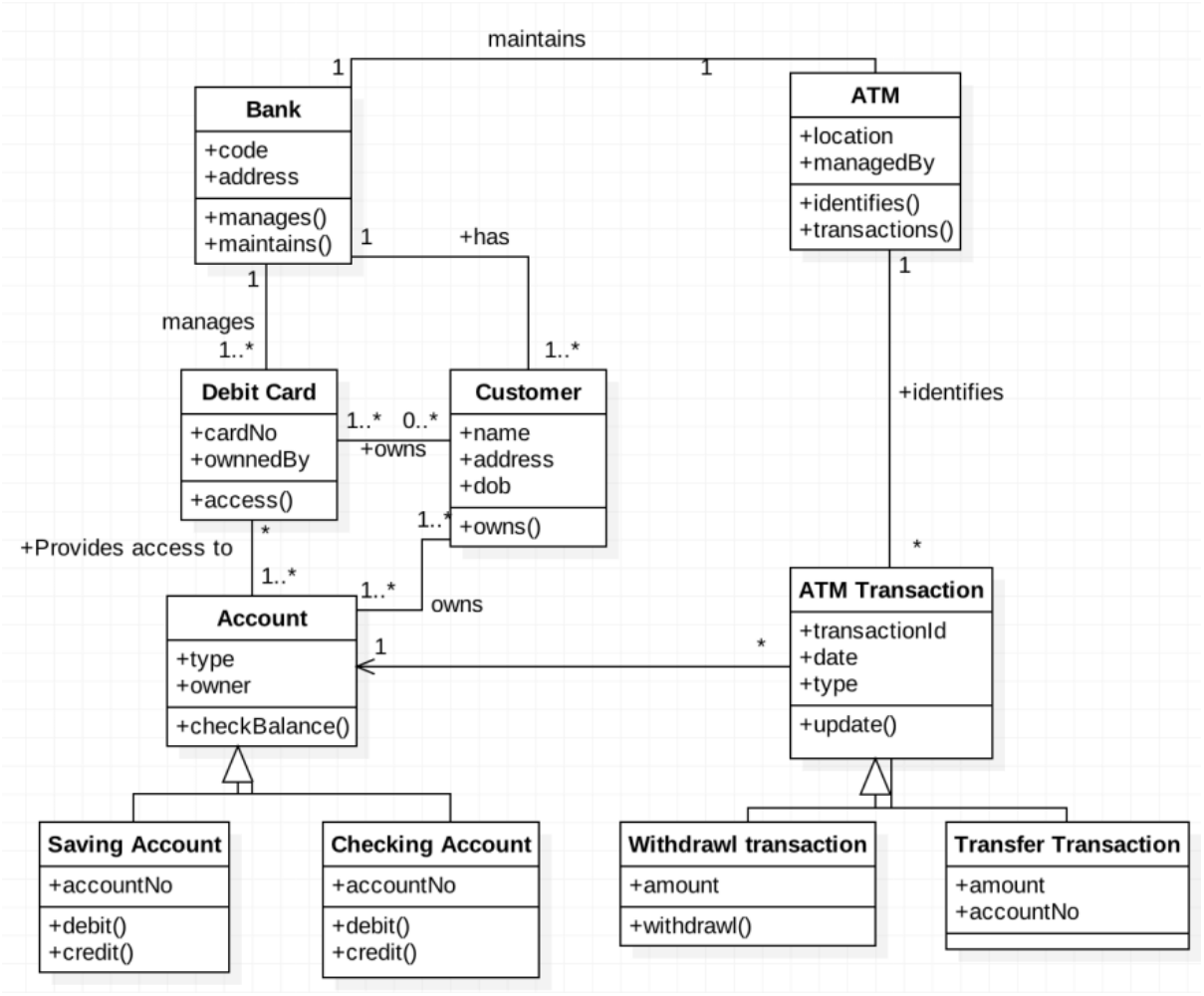
ACKNOWLEDGEMENT

We place on record and warmly acknowledge the continuous encouragement, invaluable supervision, timely suggestions and inspired guidance offered by our guide **Mr M Vamsi Krishna Sir**, Asst. Professor, Department of Computer Science and Engineering MVGR College of Engineering in bringing this report to a successful completion.
We consider it our privilege to express our deepest gratitude to **Dr. P Ravi Kiran Varma Sir**, Head of the Department for his valuable suggestions and constant motivation that greatly helped the project work to get successfully completed.

We are privileged to express our profound gratitude to **Dr. K. V. L. Raju Sir**, Professor and Principal for extending his utmost support and cooperation in providing all the provisions for the successful completion of the project. We sincerely thank all the members of the staff in the Department of Computer Science & Engineering for their sustained help in our pursuits. We thank all those who contributed directly or indirectly in successfully carrying out this work.

Problem statement:

To demonstrate creation of user interface for ATM management system using java



Abstraction :

The code provided is an implementation of a simple graphical user interface (GUI) for an ATM machine. It consists of several classes that define different screens and functionalities of the ATM.

The `**ATM GUI**` class serves as the entry point of the program and contains the `main` method. It is called the `fun` method to start the ATM application.

The `**fun**` method creates an instance of the `Page1` class, which represents the initial screen of the ATM. It displays information about the ATM and provides a button to proceed.

The `**AccountType**` class represents the screen where the user can select their account type (savings or checking). It uses Java AWT and Swing components to create

the GUI elements such as labels, radio buttons, and buttons. It also handles button click events to validate the selection and display a message if no account type is selected.

The `**Page1**` class represents the main menu screen of the ATM. It displays information about the ATM, such as the title, maintenance details, and a suggestion to not remove the card. It provides a button to proceed to the account type selection screen.

The `**CreateOrLoginPage**` class represents the screen where the user can choose to create a new PIN or log in with an existing PIN. It displays two options as labels and buttons for changing the PIN or logging in. It uses action listeners to handle button clicks and open the respective screens for PIN change or login.

The `**CreatePinButton**` class represents the screen for changing the PIN. It displays fields to enter the card number, old PIN, and new PIN. It also includes a submit button to validate the inputs and change the PIN if the old PIN matches the stored PIN. It uses a custom class `Record` to store account information.

The `**LoginPage**` class represents the screen for logging into the ATM with a card number and PIN. It displays fields to enter the card number and PIN. It includes a submit button to validate the inputs and open the next screen if the card number and PIN match the stored values.

The `**Record**` class is a helper class that stores account information such as the account number, PIN, and balance. It also includes methods to change the PIN and update the account balance.

The `**Page2Options**` class represents the screen where the user can choose from different options such as deposit, withdrawal, balance check, and logout. It displays these options as buttons and provides functionality for each option.

Overall, the code implements a basic ATM GUI with different screens for **account type selection, PIN change, login, and transaction options.**

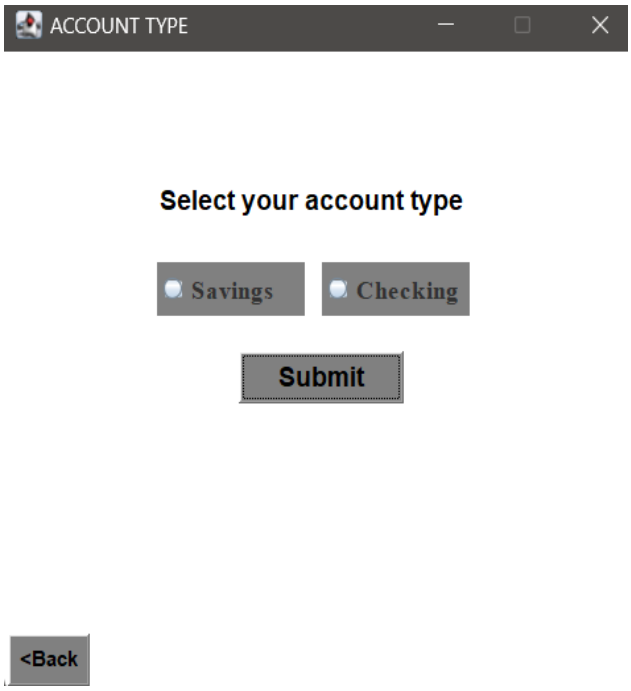
Program:

https://gitlab.com/21331a05691/oop-lab2b/-/blob/main/ATMGUI.java

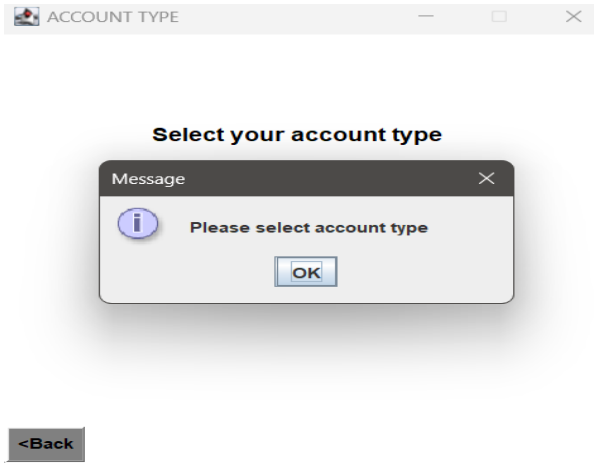
Output :

Window 1:welcome page

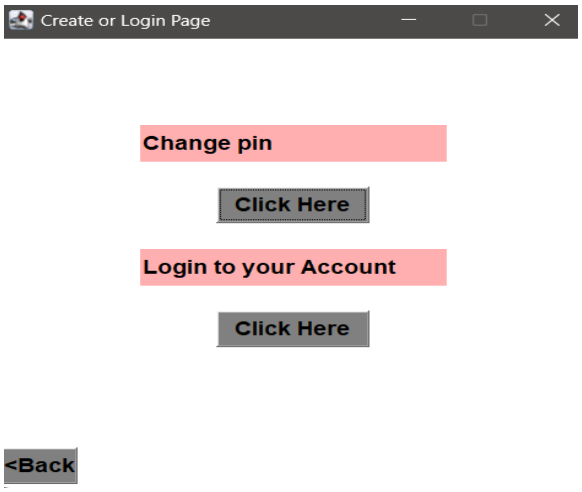
Window 2: after clicking click to confirm button



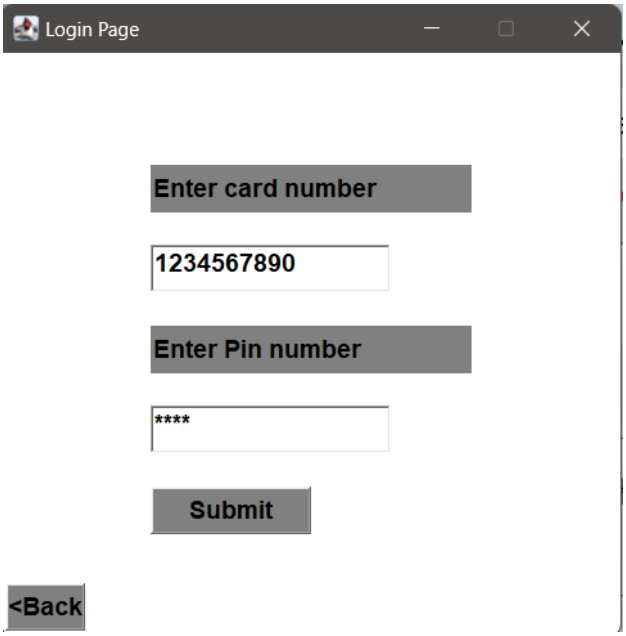
Window 3:clicking submit button without selecting account type



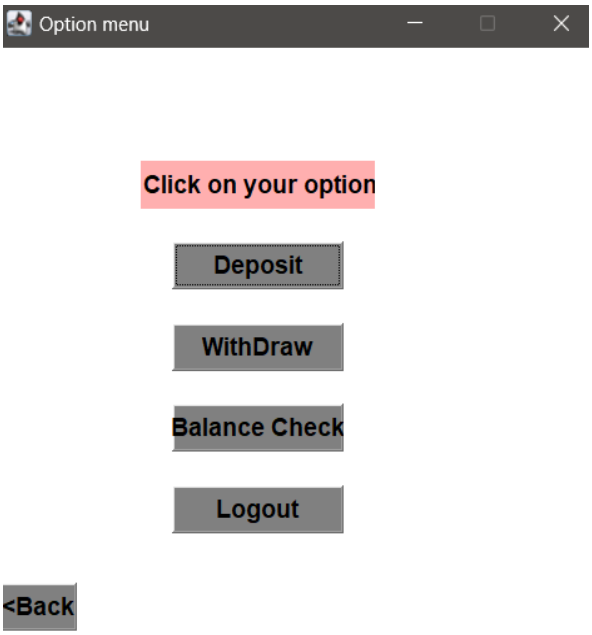
Window 4:clicking submit button after selecting account type



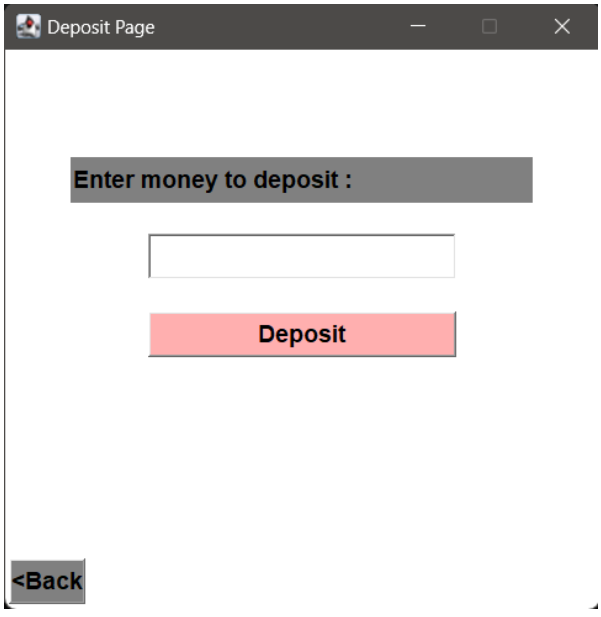
Window 5:after selecting login button

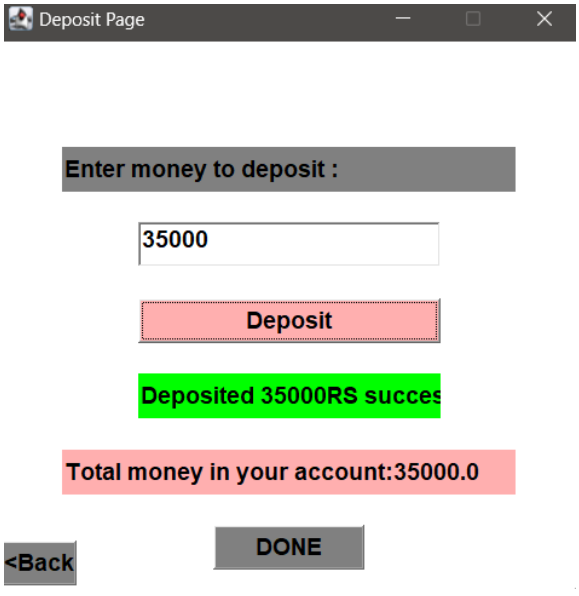


Window 6:after clicking submit button



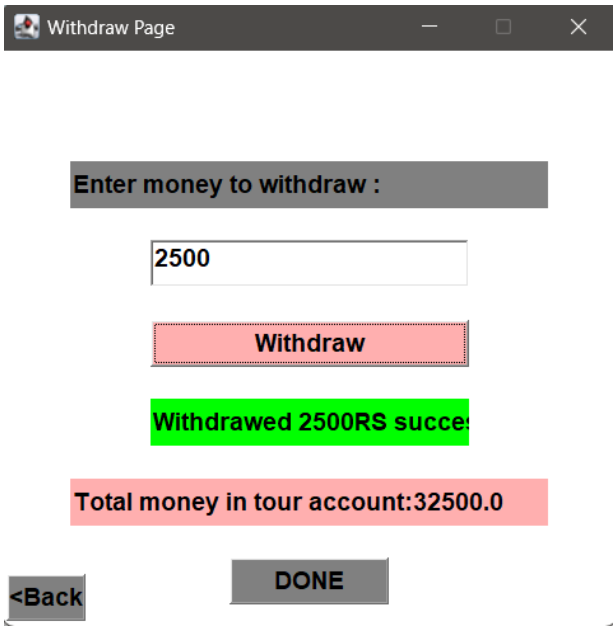
Window 7:after clicking the deposit Button and depositing money.



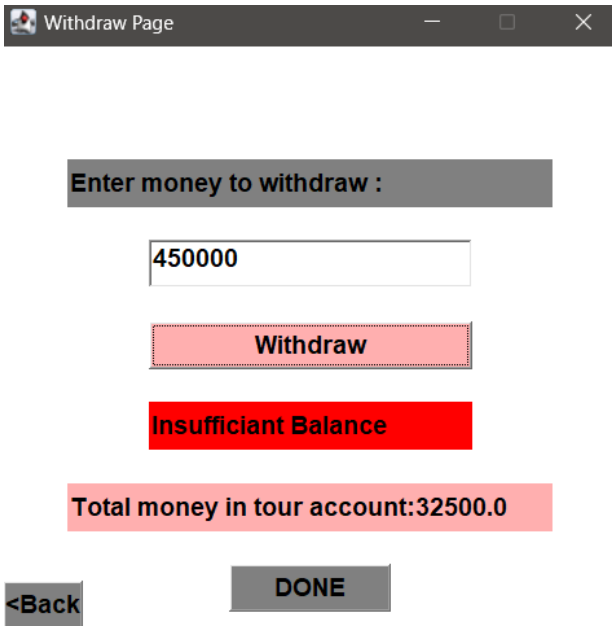


Window 8 :after clicking the withdraw Button and withdrawing money.

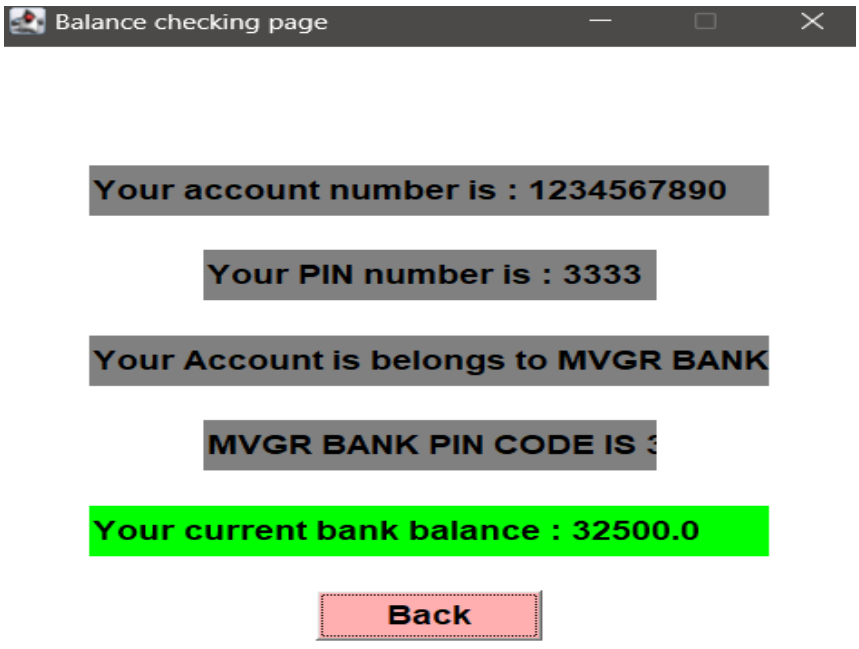
Success case



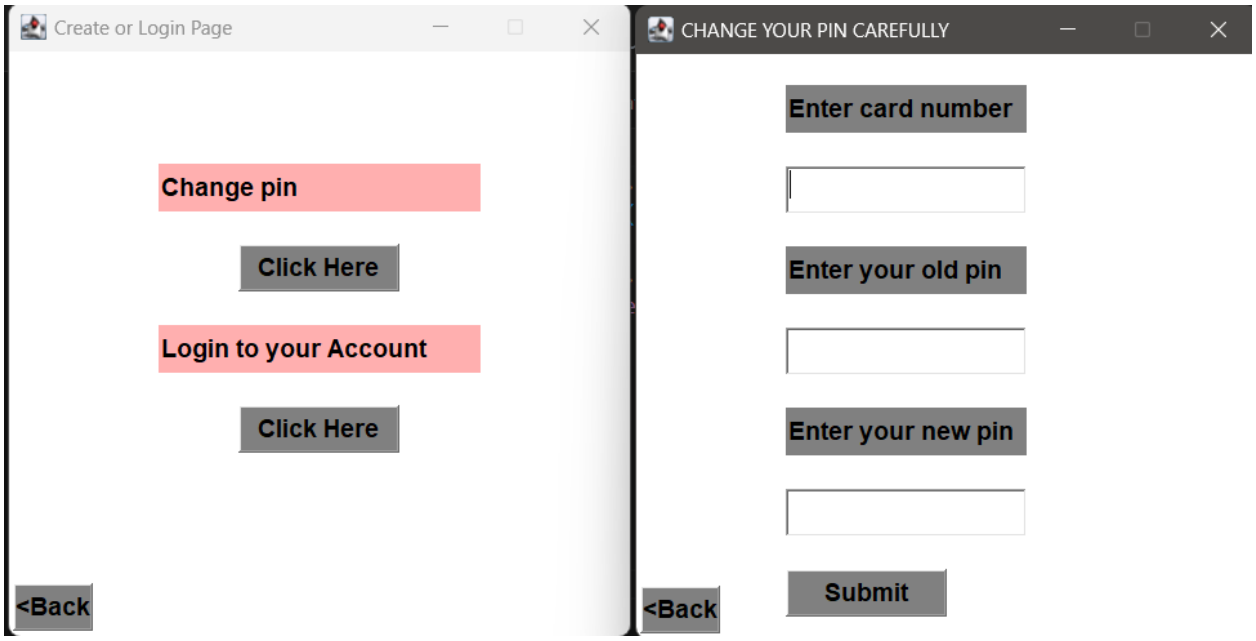
Failure case



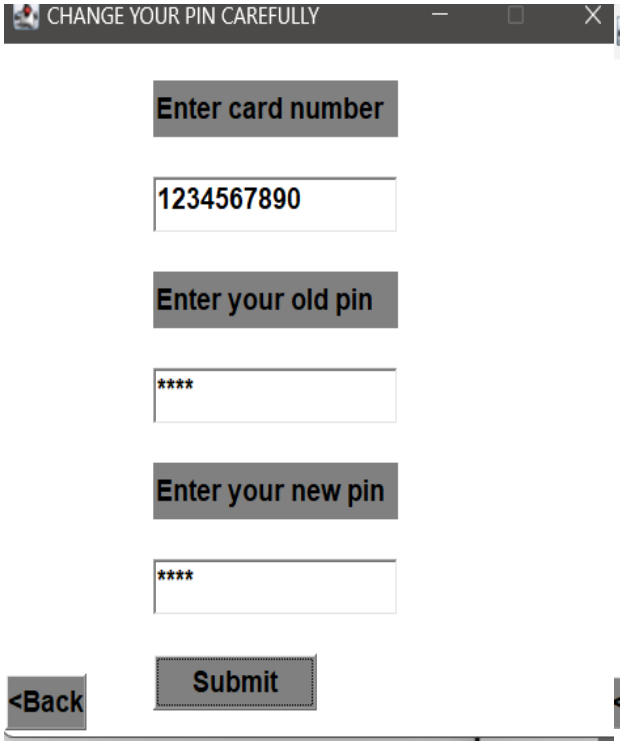
Window 9 :after clicking balance check Button



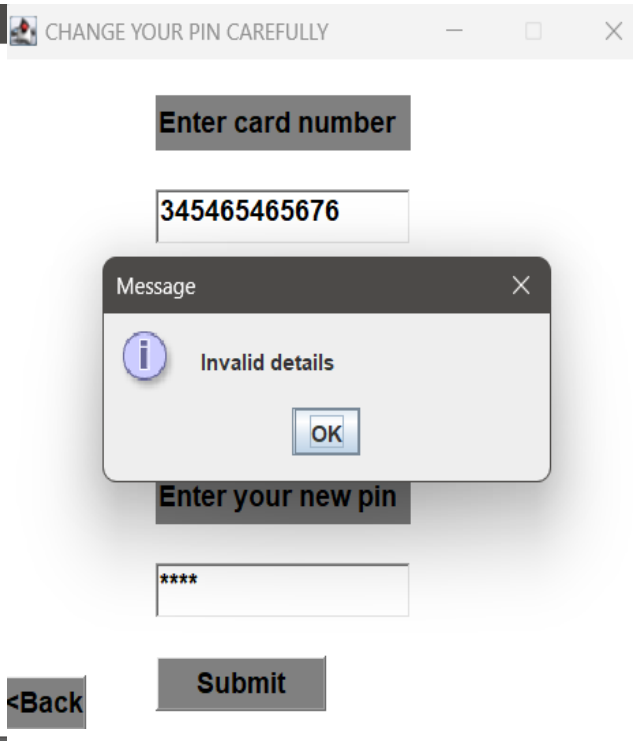
Window 4.1 :after clicking balance check Button



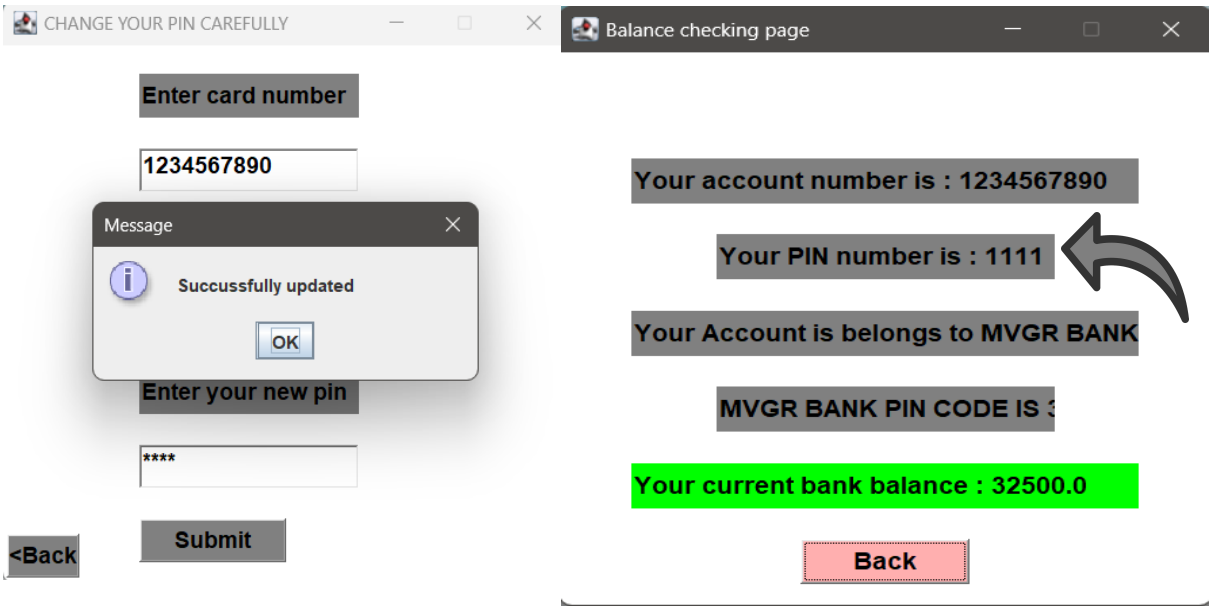
Window 4.2 :giving details



Giving wrong card number



Window 4.2 :giving correct details again checking balance and PIN number



CONCLUSION:

The above code is a Java-based GUI for an ATM system. It allows users to perform actions like selecting an account type, changing PIN, logging in, depositing money, withdrawing money, checking balance, and logging out. The code uses AWT and Swing packages to create the GUI components. It consists of classes representing different screens and functionalities of the ATM system. The code provides a basic framework for a user-friendly ATM system.