Week 2 project

Problem Statement:

Create a simple Automated Teller Machine (ATM) simulation program in Python that utilizes control flow structures. The program should allow users to perform basic banking operations such as checking balance, depositing money, and withdrawing money.

Requirements:

1. The program should display a menu with the following options:
   - Check Balance
   - Deposit Money
   - Withdraw Money
   - Quit

2. Implement functions for each menu option:
   - `check_balance(balance)`: Display the current account balance.
   - `deposit_money(balance, amount)`: Allow the user to deposit money and update the account balance.
   - `withdraw_money(balance, amount)`: Allow the user to withdraw money, considering the account balance.

3. Use appropriate control flow structures (if-elif-else) to handle user choices and validate inputs.

4. Implement a loop that allows users to interact with the ATM until they choose to quit.

5. Provide appropriate messages for successful transactions and handle cases where users attempt to withdraw more money than their balance.

6. Initialize the account balance with a default value (e.g., $1000).

7. Ensure the program is user-friendly, guiding users through each step of the ATM simulation.

8. Display a farewell message when the user chooses to quit.

Note: This project is designed to enhance your understanding of control flow in Python and basic programming logic. You can further expand and customize the program based on your preferences or add additional features.