**Codes for ATM**

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1. **Service selection master interface**

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Windows.Forms;

namespace ATM1

 {

public partial class MainForm : Form

{

        public MainForm(string cardID)

         {

            InitializeComponent();

             this.cardID = cardID;

         }

private void MainForm\_Load(object sender, EventArgs e)

{

            this.userService = UsersService.getService();

        }

        private void pbCash\_Click(object sender, EventArgs e)

         {

            this.Dispose();

            cashForm = new CashForm(this.cardID);

             cashForm.ShowDialog();         }

        private void pbQuery\_Click(object sender, EventArgs e)

         {

            this.Dispose();

            queryForm = new QueryForm(this.cardID);

             queryForm.ShowDialog();

         }

        private void pbSetpin\_Click(object sender, EventArgs e)

         {

            this.Dispose();

            setpinForm = new SetPinForm(this.cardID);

             setpinForm.ShowDialog();         }

        private void pbTransfer\_click(object sender, EventArgs e)

         {

            this.Dispose();

            transferForm = new TransferForm(this.cardID);

             transferForm.ShowDialog();         }

        private void pbExit\_click(object sender, EventArgs e)

         {

            this.Dispose();

            EndForm endForm = new EndForm();

             endForm.ShowDialog();         }

        private void pbOpen\_Click(object sender, EventArgs e)

         {

            this.Dispose();

            DepositForm edpositForm = new DepositForm(this.cardID);

             edpositForm.ShowDialog();

        }

        private UsersService userService;

        private SetPinForm setpinForm;

        private CashForm cashForm;

        private QueryForm queryForm;

        private TransferForm transferForm;

        private EndForm endForm;

        private string cardID;

        public string CardID

         {

            get { return cardID; }

             set { cardID = value; }

         }

     }

 }

1. **Interface modification**

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Windows.Forms;

namespace ATM1

{

public partial class SetPinForm : Form

{

        public SetPinForm(string cardID)

         {

            InitializeComponent();

             this.cardID = cardID;

         }

        private void SetPinForm\_Load(object sender, EventArgs e)

        {

            userService = UsersService.getService();

         }

        private void pictureBox1\_Click(object sender, EventArgs e)

         {

            this.Dispose();

            father = new MainForm(this.cardID);

            father.ShowDialog();

         }

        private void pbEnsure\_Click(object sender, EventArgs e)

         {

            string pin = this.tbPin.Text.Trim();

            string pin\_re = this.tbPin\_re.Text.Trim();

            if (pin.Length == 0 || pin\_re.Length == 0)

             {

                infoForm = new InfoForm(this.cardID, " Sorry, the password can't be empty！");

             }

            else if (!pin.Equals(pin\_re))

             {

                infoForm = new InfoForm(this.cardID, " Sorry, the password does not conform to the password！");

             }

             else

             {

                infoForm = new InfoForm(this.cardID, " The password was modified successfully.");

                 userService.setPassWd(this.cardID,pin);

             }

            this.Dispose();

            infoForm.ShowDialog();

}

private UsersService userService;

         private string cardID;

         private MainForm father;

         private InfoForm infoForm;

         public string CardID

         {

             get { return cardID; }

             set { cardID = value; }

         }

     }

 }

1. **Deposit interface**

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Windows.Forms;

namespace ATM1

{

public partial class DepositForm : Form

{

        public DepositForm(string cardID)

         {

            InitializeComponent();

             this.cardID = cardID;

         }

        private void DepositForm\_Load(object sender, EventArgs e)

         {

            userService = UsersService.getService();

         }

        private void pbCancel\_Click(object sender, EventArgs e)

         {

            this.Dispose();

            MainForm main = new MainForm(this.cardID);

             main.ShowDialog();

         }

     private void pbEnsure\_Click(object sender, EventArgs e)

         {

            int money =0;

             try

             {

                if (tbInputBalance.Text.Trim().Length != 0)

                 {

                    money = Int32.Parse(tbInputBalance.Text.Trim());

                     if (userService.changeBalance(this.cardID, money))

                    {

 infoForm = new InfoForm(this.cardID, " The deposit is successful.");

 }

                     else

                    {

infoForm = new InfoForm(this.cardID, "Sorry, the deposit failed.");

  }

                 }

                 else

                 {

                    infoForm = new InfoForm(this.cardID, " Please enter the amount.");

 }

            }

            catch (Exception ex)

             {

                Console.WriteLine(ex.StackTrace);

                infoForm = new InfoForm(this.cardID, " Sorry, the amount of input is wrong .");

             }

            finally

             {

                this.Dispose();

                infoForm.ShowDialog();

             }

         }

        private UsersService userService;

         private string cardID;

         private InfoForm infoForm;

         public string CardID

         {

            get { return cardID; }

             set { cardID = value; }

         }

     }

 }