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Info W18

Project(ATM) Reflection

For my personal project, I designed an ATM machine to perform monetary transactions with a local customer from the bank. The project has class Bank, Account, and ATM and has an initial prompt asking the customer for list of choices to make from the terminal, which include creating an account, logging in to make transactions, or quit. The pin number operates on 4 digit numbers and are used to verify access to the ATM. Once inside the ATM machine after pin number has been verified, the customer’s information is matched with his name and promptly asked to perform the following transactions: check balance, deposit, withdraw, logout, and delete account. It should be noted that logout is different from quit as logging out still embeds the customer in the main command prompt. Once inside the secondary main prompt by typing login, checking balance can be achieved by selecting the appropriate number assigned as the option choice which is (1). Deposit(2), withdraw(3), logout(4), and delete(5) all operate on numbered choices as well. It is important to note that to initialize this atm machine and the following transactions, one must create an account first by typing “create” in the first main command prompt. From there the user is prompted to enter his name along with a four digit number for his pin. From there he/she can login to deposit or withdraw the appropriate amount of money that they have into their checking or savings accounts. All other transactions can be initialized from this foundational “create” operation. In terms of withdrawing, taking more money out than what is present in the accounts will be possible, but there will be a warning message with the amount of money owed to the bank in minus signs. Deleting the account with a “5” will take the user out of the program because the current account has been terminated. Once logged out, the user must ultimately end the programmed interaction with the atm machine by typing q or quit. With regard to the challenges faced during the project, there were issues with initially planning out the prompt, basically how to organize the workflow. Also there were issues with how to handle errors properly, but that was figured out from writing necessary errors as classes. Lastly the main issue that I faced with creating this project was to condense the project code to fit in such a way that it performs its tasks as efficiently as possible with the least amount of code. There were numerous revisions that went in to create the final outcome. In the end I had learned that writing code involves not only initial planning but also making necessary adjustments to make it seem clean and easy to read for other users.