CSCI114 Assignment #3

I. Requirements

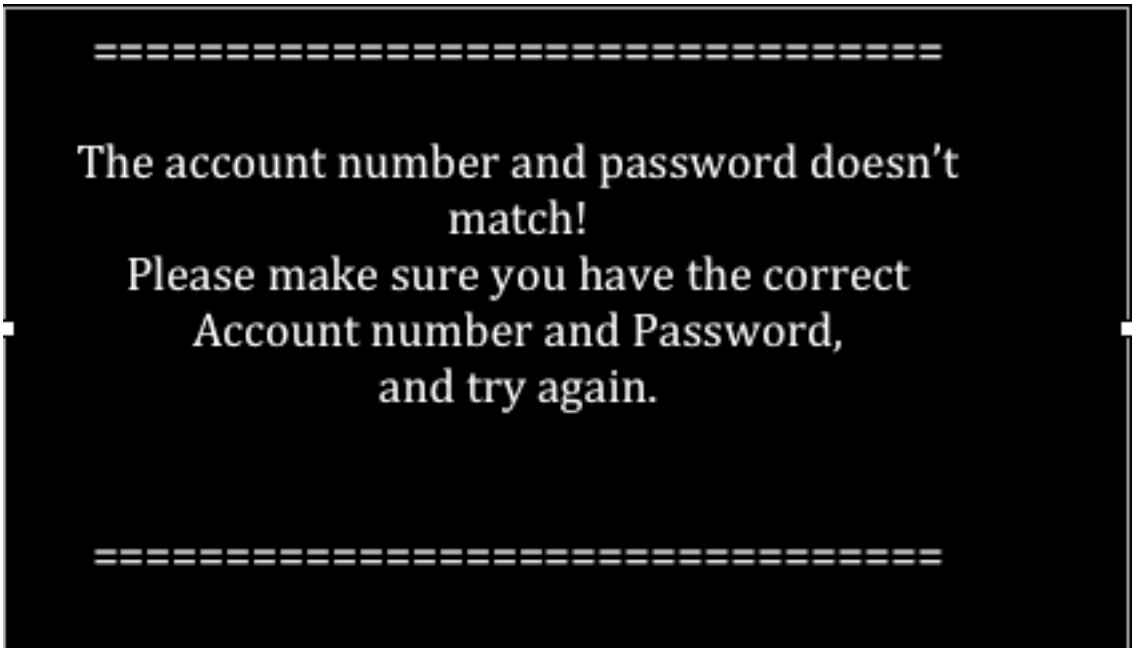
1. Description:

Please write a Java program to implement the following ATM simulator.

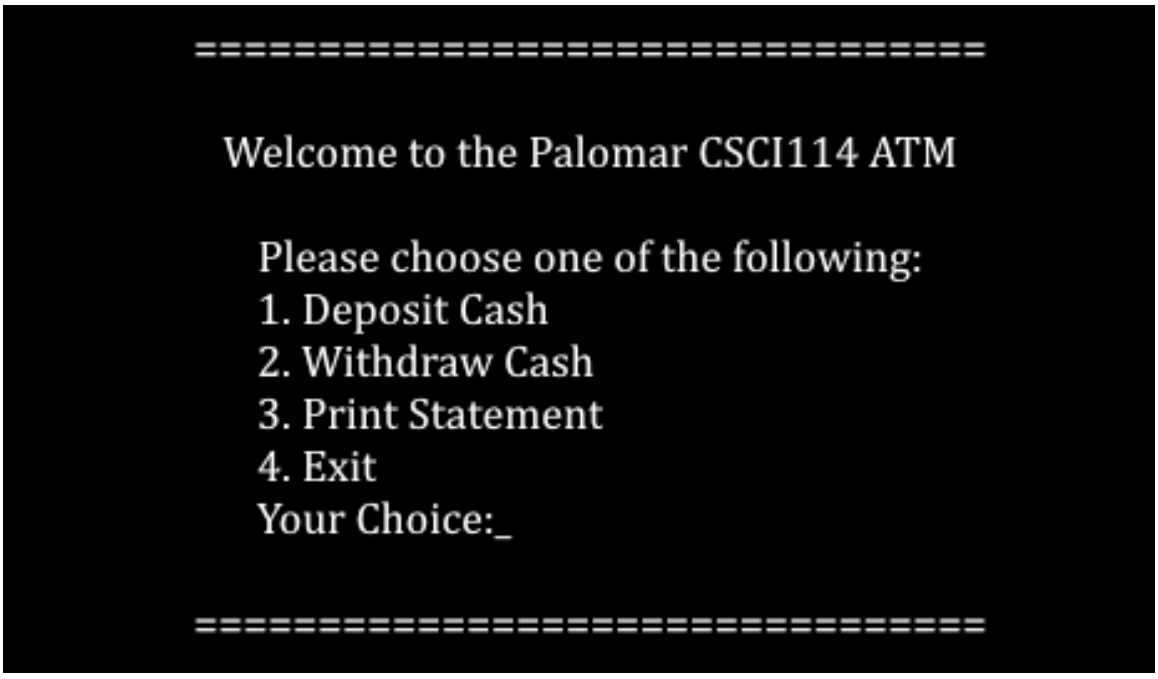
Let's assume you have an existing bank account with an initial balance of $200.

1. In the beginning, the program asks user to input the account number (000114) and password (114). If user enters both the account number and password correctly, then ATM program starts the step 1.

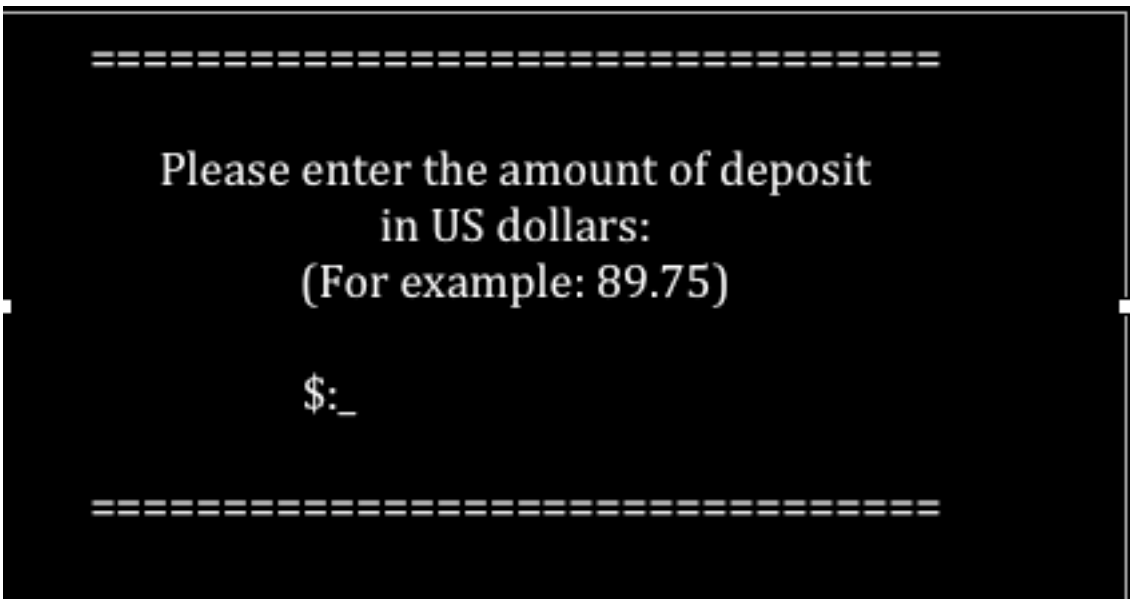
2. If user enters wrong account number or wrong password, ATM asks again and updates "Attempt" number (e.g., 1st attempt, 2nd attempt, 3rd attempt). If the user enters wrong account number or wrong password 3 times, ATM simply quits with the following message.



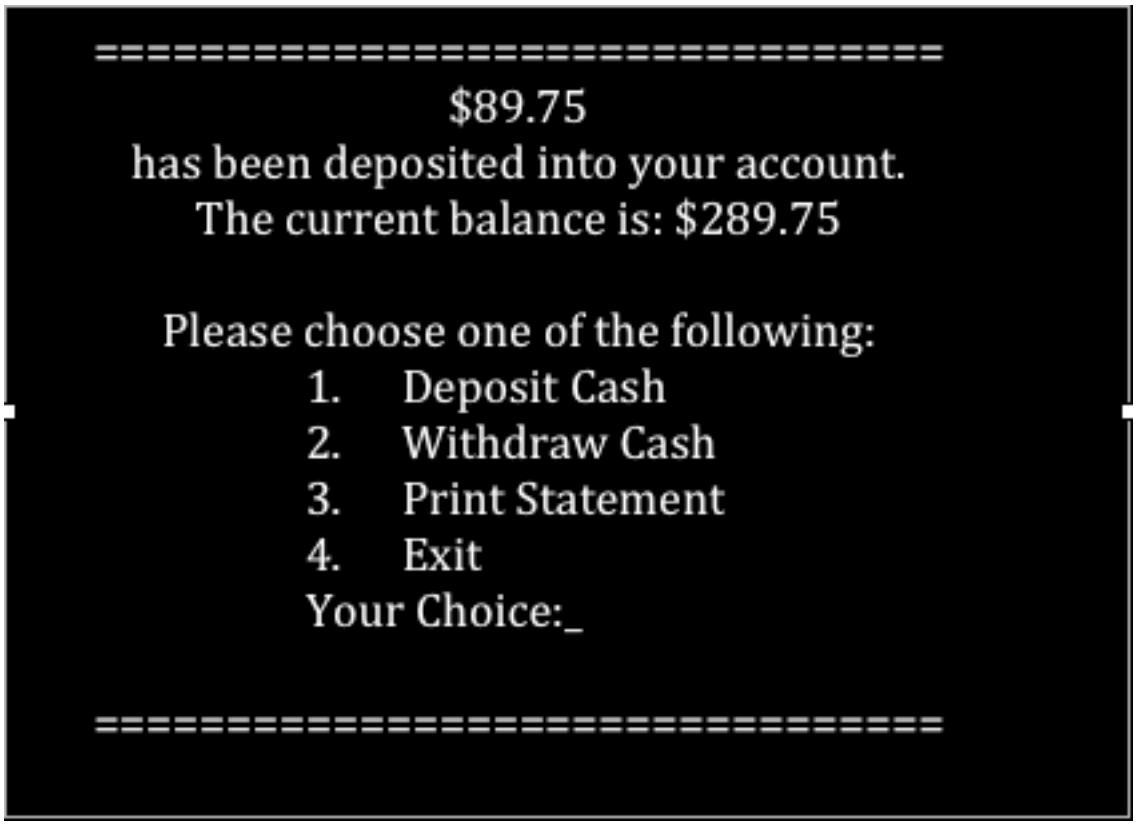
3. In step 1, If the user enters correct account number and password, the ATM presents the following main menu:



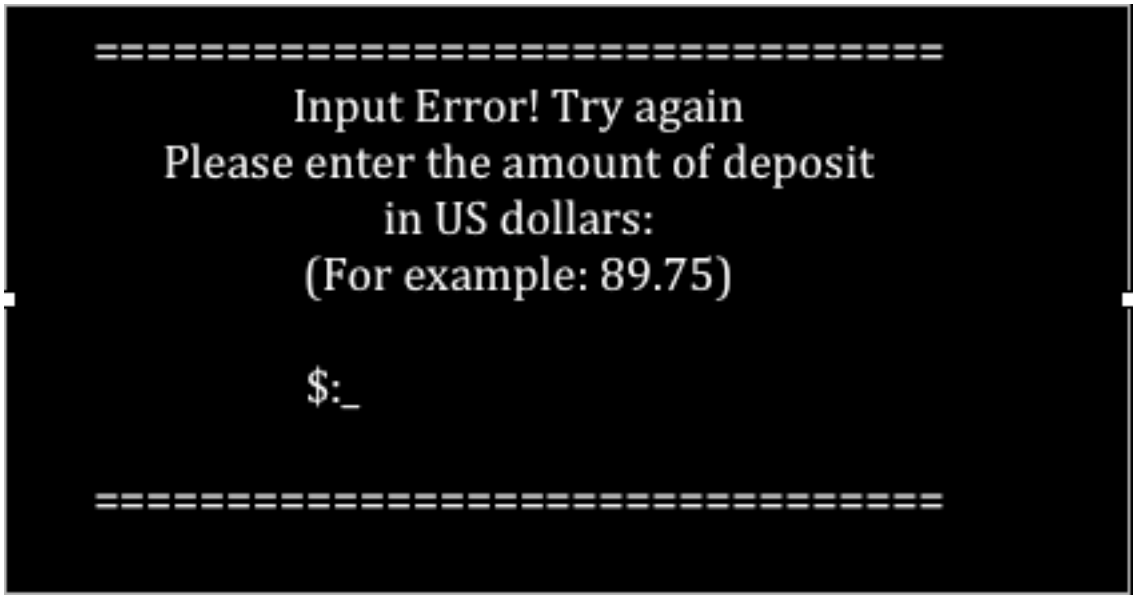
4. If user enters 1, ATM presents the following message and asks user to input the deposit amount:



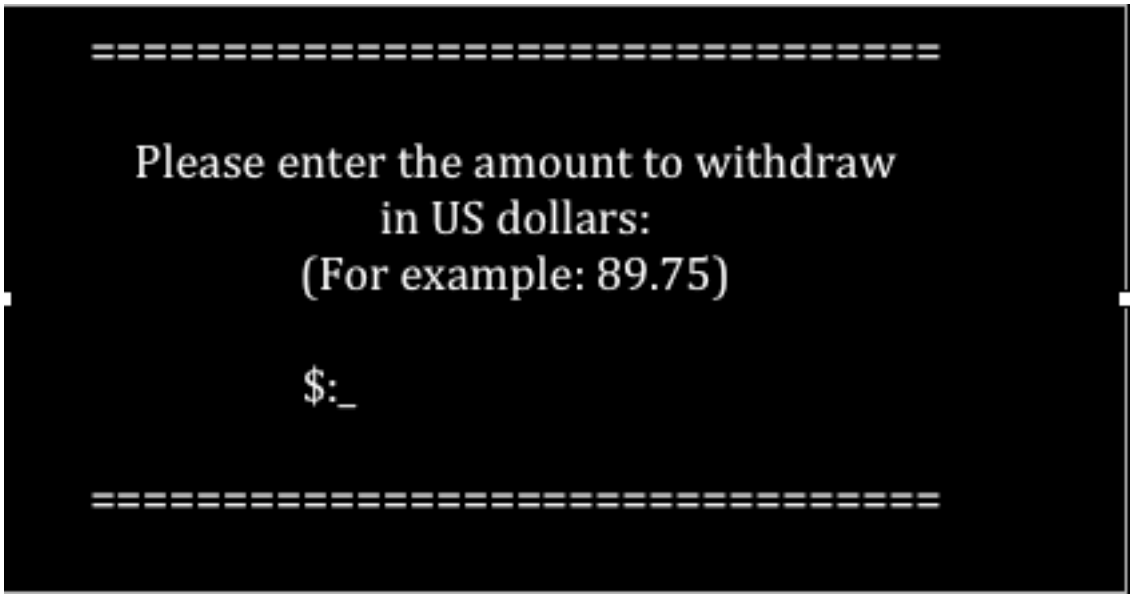
5. In step 4, if the deposit amount is correct (positive floating point number or positive integer), it presents the following message and starts over with the main menu.



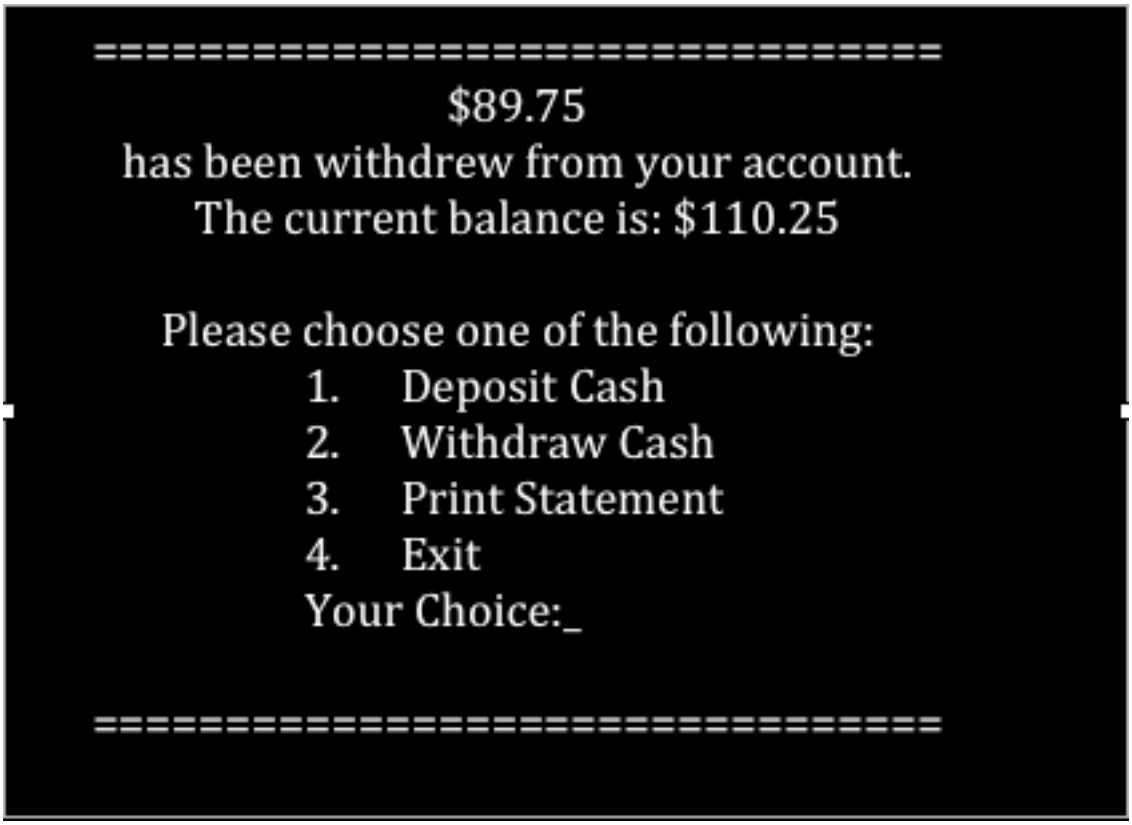
6. In step 4, if the input is NOT correct (e.g, not a number etc.), it presents the following.



7. In the main menu, if user enters 2 (Withdraw Cash), it presents the following:

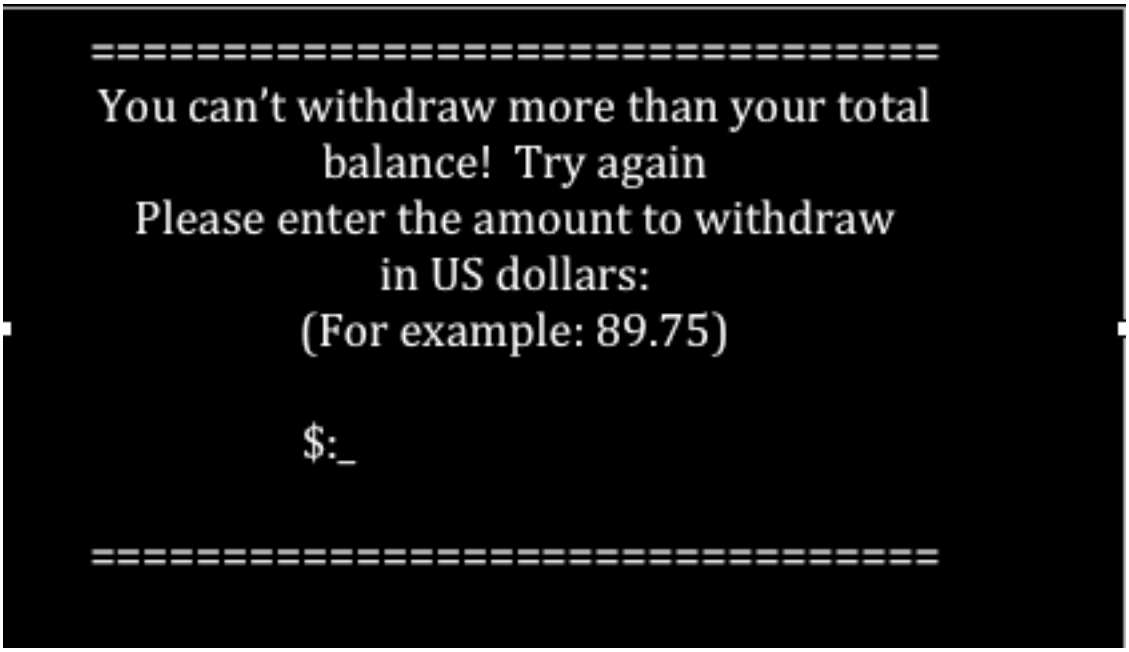


8. If the withdrawal amount is correct (positive floating point number or positive integer), system calculates the new balance. If the new balance greater than 0 it presents the following and starts the main menu.

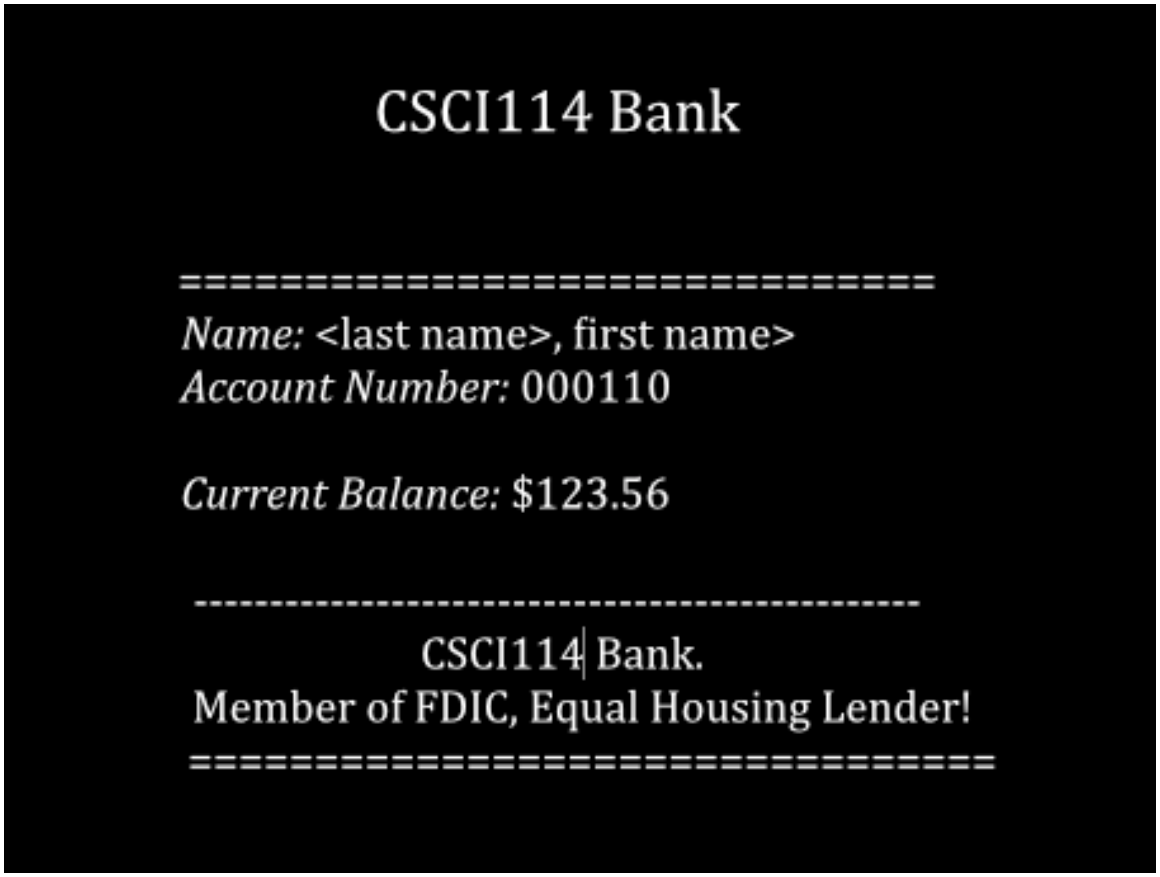


9. In Step 7, if the withdrawal amount is NOT correct (e.g, not floating point number, or negative number etc.), it presents the following.

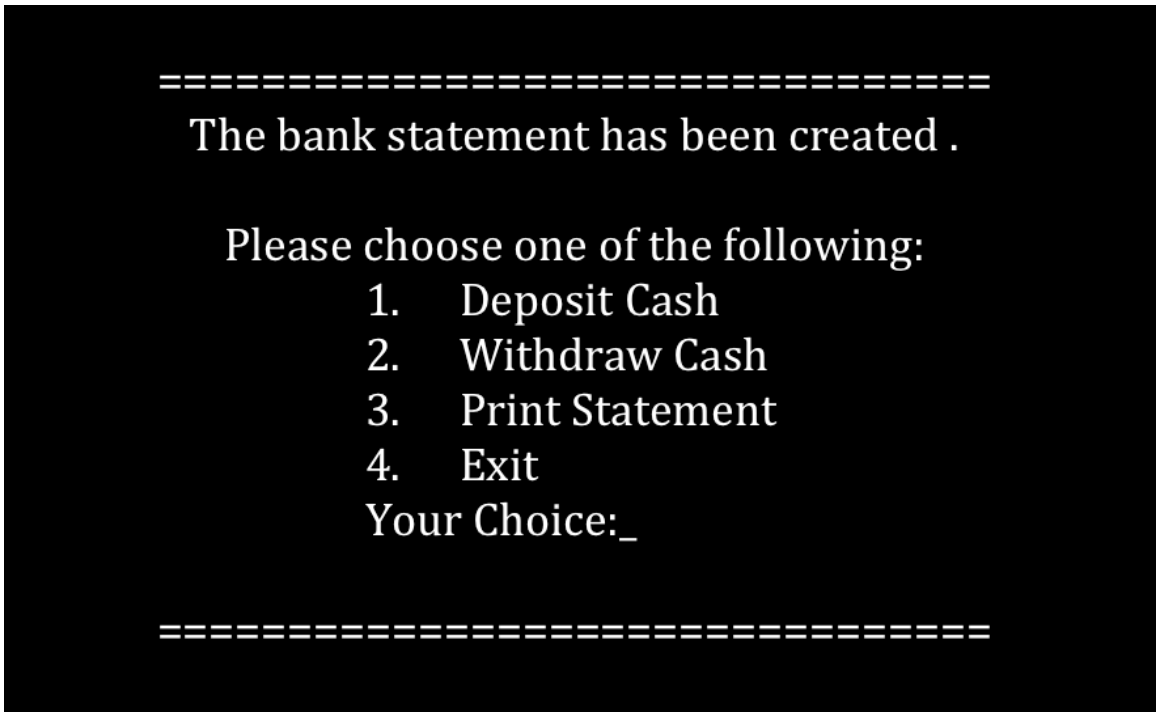
10. If the withdrawal amount is correct, but the new balance is less than 0, it presents the following.



11. In the main menu, if user enters 3, prints the following statement to the screen.



And it presents the following:



12. In the main menu, if user enters 4, it presents the following and exits the program.

II. Submission

1) Put all the files (source, executable, figures etc.) in one folder.
2) Name the folder **Lastname_Assignment3**
(Please try to run and make sure it runs)
3) Compress and create zip file named **Lastname_Assignment.zip**
4) Upload it to Assignment_3 dropbox on the class blackboard.

III. Grade:

1) Each item is 4 points: total 48.
2) Overall quality of the code is 12 points.