# ATM Simulator System

TRUST WE EARN, SERVICE WE PROVIDE.

# INTRODUCTION TO ATM SIMULATOR SYSTEM

- This application provides the access to the customer to create an account, deposit/withdraw the cash from his/her account, also to view reports of all accounts present.

- The customers can access the banks website for viewing their Account details and perform the transactions on account as per their requirements.

- The primary aim of this "ATM Simulator System" is to provide an improved design methodology, which envisages the future expansion, and modification, which is necessary for a core sector like banking. This necessitates the design to be expandable and modifiable and so a modular approach is used in developing the application software.

# MAIN GOAL

• **1. Motto-** Our motto is to develop a software program for managing the entire bank process related to Administration accounts customer accounts and to keep each every track about their property and their various transaction processes efficiently. Hereby, our main objective is the customer's satisfaction considering today's faster in the world.

• **2. Customer Satisfaction**: Client can do his operations comfortably without any risk or losing of his privacy. Our software will perform and fulfill all the tasks that any customer would desire.

• **3. Saving Customer Time**:  Client doesn't need to go to the bank to do small operation.

• **4. Protecting the Customer:** It helps the customer to be satisfied and comfortable in his choices, this protection contains customer's account, money and his privacy.

# USER MODULE

A simple user can access their account and can deposit/withdraw money from their account.
User can see their transaction report and balance enquiry too.

1. **-** User login, use PIN system

1. **-** Creating/open new account registration

1. **-** View statements transaction

1. **-** User account details

1. **-** Change Password and Pin

# TECHNIQUES USED IN THIS PROJECT

1. **- Language**: Java(Swing, AWT)

1. **- Database**: MySQL(WampServer/XampServer)

1. **- Platform**: NetBeans
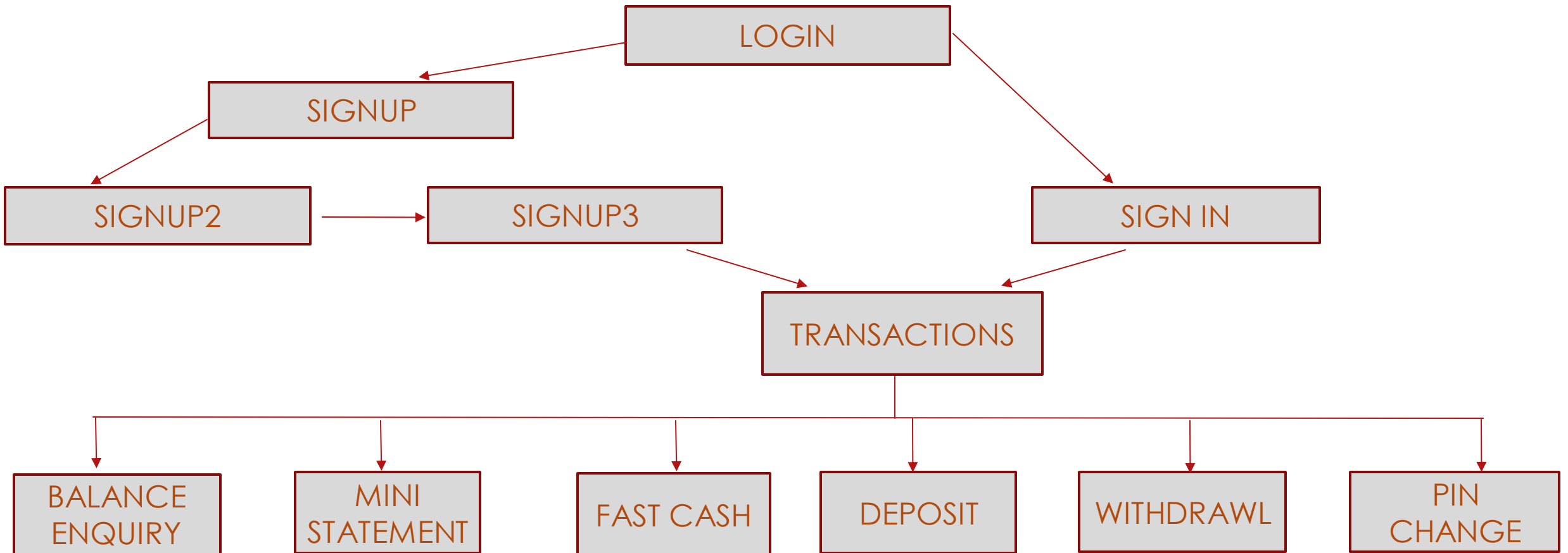
1. **- Connectivity**: JDBC:MySQL

# IMPLEMENTATION

The implementation of ATM Simulator System includes designing the user interface using Java Swing and AWT package that uses different panels for placing various controls on it. The application maintains the connection with the database using JDBC. Various actions implements ATM Simulator System applications are:

- Imports the built-in Java packages needed for running the application.

- Includes declaration of all the variables that we use in the application.

- Includes designing of the class and its methods.

# TEAMWORK

Our team work flow goes by following steps:

- Initial Planning for the Project was done within the first two weeks along with the Technical requirements.

- After getting a rough idea about what classes we need as well as the Technical Requirements, we distributed the code for all the Classes among our Team members.

- Then the graphics part was done collectively with Swing and AWT with the help of few available resources on Internet.
- We regularly arranged meets to code and discussed about the errors or any updates required in the code.

- At last the ppt was designed within the last week.

# MEMBERS ROLE

Akshat Agrawal **–** Pin, FastCash

Ayushman Bajpayee **–** Balance Enquiry, Mini Statement

Gaurav Marla **–** Deposit, Withdrawl

Hemant Pal **–** SignUp, SignUp2

Sahil Hussian **–** SignUp3, Transactions

Vivek Kumar Barnwal **–** Connections, Login

# CONCLUSION

The project on "ATM SIMULAOR SYSTEM "has been developed as the best flexible and efficient project within the available resources and time.

- In Future We are Planning to add new feature like Finger Print Reader and Eye Detection System for Authentication of user security purpose.

- Care has been taken at each step to make it more user friendly so that users can add new features where ever necessary while using this automated system. It May be Enhanced for requirement of User.