VISVESVARAYA TECHNOLOGICAL UNIVERSITY

"Jnana Sangama", Belagavi – 590 018

OBJECT ORIENTED PROGRAMMING WITH JAVA (21CSE44)

Assignment

"AUTOMATED TELLER MACHINE"

Submitted By

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CHAPTER 1

PROBLEM DEFINITION

An automated teller machine (ATM) is a self-service banking outlet that allows customers to complete basic transactions without the aid of a branch representative. ATMs are typically located in convenient places such as banks, grocery stores, and gas stations.

ATMs are an efficient way to bank, and they are available 24 hours a day, 7 days a week.

To use an ATM, customers need to insert their debit or credit card and enter their PIN. They can then select from a variety of transactions, such as:

- Cash withdrawals
- Balance inquiries
- Deposits and many more.

Here we have written a Java program that will depict the working of an ATM in a simple manner which includes withdrawing, depositing, checking the balance, and exiting from the interface.

CHAPTER 2

IMPLEMENTATION

2.1 PROGRAM CODE

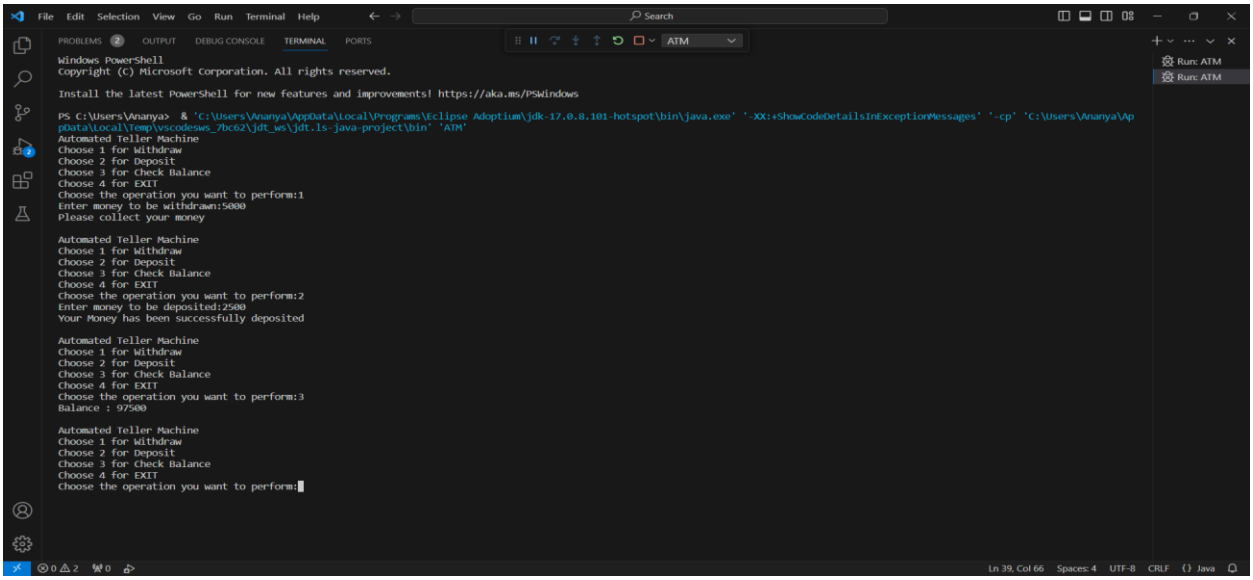
```
import java.util.Scanner;
public class ATM
{
    public static void main(String args[] )
    {

        int balance = 100000, withdraw, deposit;
        Scanner sc = new Scanner(System.in);
        while(true)
        {
            System.out.println("Automated Teller Machine");
            System.out.println("Choose 1 for Withdraw");
            System.out.println("Choose 2 for Deposit");
            System.out.println("Choose 3 for Check Balance");
            System.out.println("Choose 4 for EXIT");
            System.out.print("Choose the operation you want to perform:");
            int choice = sc.nextInt();
            switch(choice)
            {
               case 1:
                System.out.print("Enter money to be withdrawn:");
                withdraw = sc.nextInt();
                if(balance >= withdraw)
                {
                   balance = balance - withdraw;
                  System.out.println("Please collect your money");
```

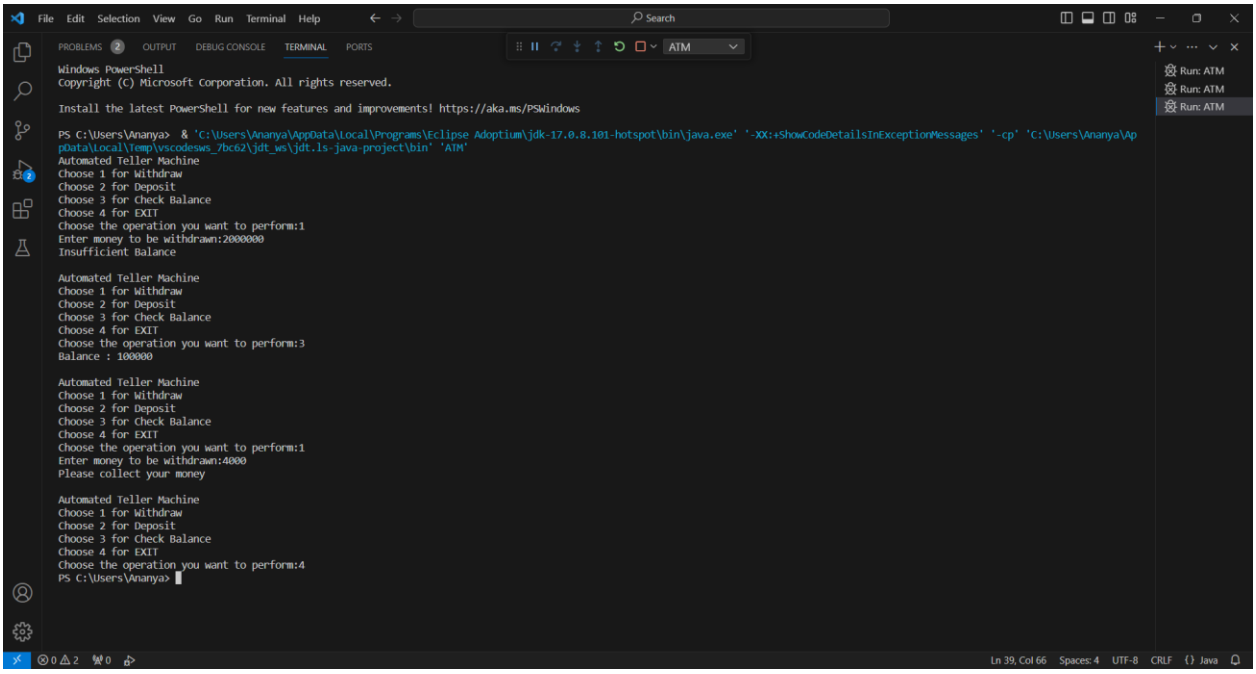
```
                }
                else
                {
                  System.out.println("Insufficient Balance");
                }
               System.out.println("");
                break;

               case 2:
                System.out.print("Enter money to be deposited:");
                deposit = sc.nextInt();
                balance = balance + deposit;
                System.out.println("Your Money has been successfully deposited");
                System.out.println("");
                break;

               case 3:
                System.out.println("Balance : "+balance);
                System.out.println("");
                break;

               case 4:
                System.exit(0);
            }
        }
    }
}
```

CHAPTER 3

RESULTS

3.1 SNAPSHOTS





CONCLUSION

To sum up, the steps followed in this program are,

- We import the scanner class.
- Initialize the balance amount to 100000.
- We enter a choice either to withdraw, deposit, check balance, or exit from the program.
- If the amount to be withdrawn is more than the initialized amount, we get a message saying, **"Insufficient balance"**. Otherwise, we get a message saying, **"Please collect your money"**. The balance amount after withdrawing is given by, balance=balance-withdraw.
- After a certain amount is deposited, we get a message saying, **"Your money has been successfully deposited"**. The balance amount after depositing is given by, balance=balance+deposit.
- Balance amount can be checked by selecting option 3.
- To exit from the program, we select option 4.