DESIGN ON ATM MANAGEMENT SYSTEM

Mini Project Report submitted in partial fulfilment of the requirements for the Degree of

BACHELOR OF TECHNOLOGY

in

COMPUTER SCIENCE AND ENGINEERING

By

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NOV 2018

ACKNOWLEDGMENT

I hereby declare that the report entitled to our Group 14 "**Project 5:Design of ATM management system"** submitted at Lovely Professional University, Phagwara, Punjab is an authentic work and has not been submitted elsewhere.

We understood that the work presented herewith is in direct compliance with Lovely Professional University's policy on plagiarism, intellectual property rights, and highest standards of moral and ethical conduct. Therefore, to the best of my knowledge, the content of this project represents authentic and honest effort conducted, in its entirety, by us. We are fully responsible for the contents of my project report.

Place: Lovely Professional University

Date: 13-11-2018

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DECLARATION

I hereby declare that the report entitled to our Group 14 "**Project 5:Design of ATM management system"** submitted at Lovely Professional University, Phagwara, Punjab is an authentic work and has not been submitted elsewhere.

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Place: Lovely Professional University

Date: 13-11-2018

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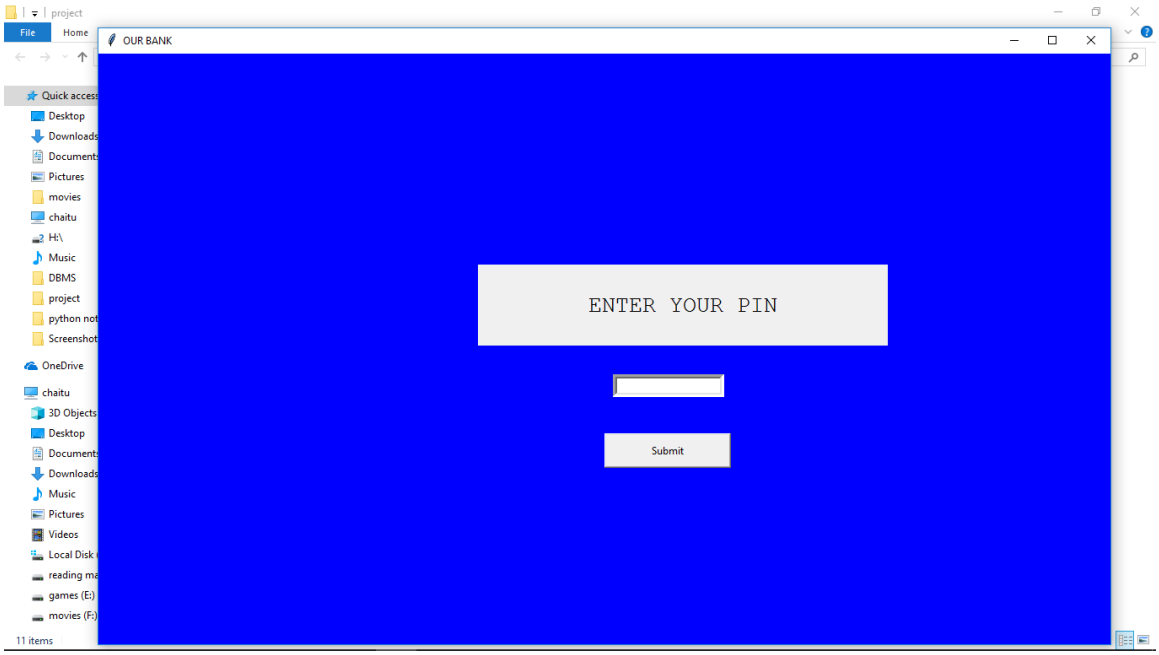
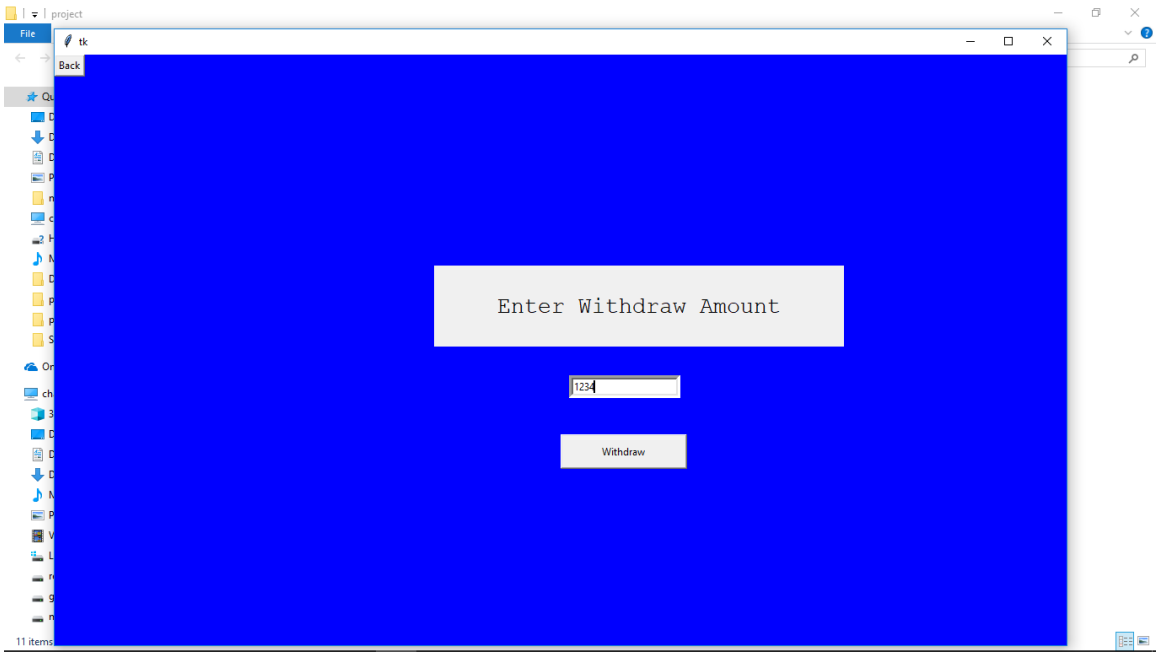
INTRODUCTION

The project ATM management system is all about the working of an ATM machine. It consists of login module which helps the customer to login with his/her pin. If the pin is incorrect he cannot processed through the further process. Once the pin is correct he can perform the actions like withdraw, deposit, balance enquiry, and change of pin. The project is done using Tkinter (Graphical User Interface) and functions. The GUI consists of Labels, Entry Boxes, Radio Buttons. The ATM machine is having 2 windows one window takes the input from the user and the other gives the output according to the selected option.

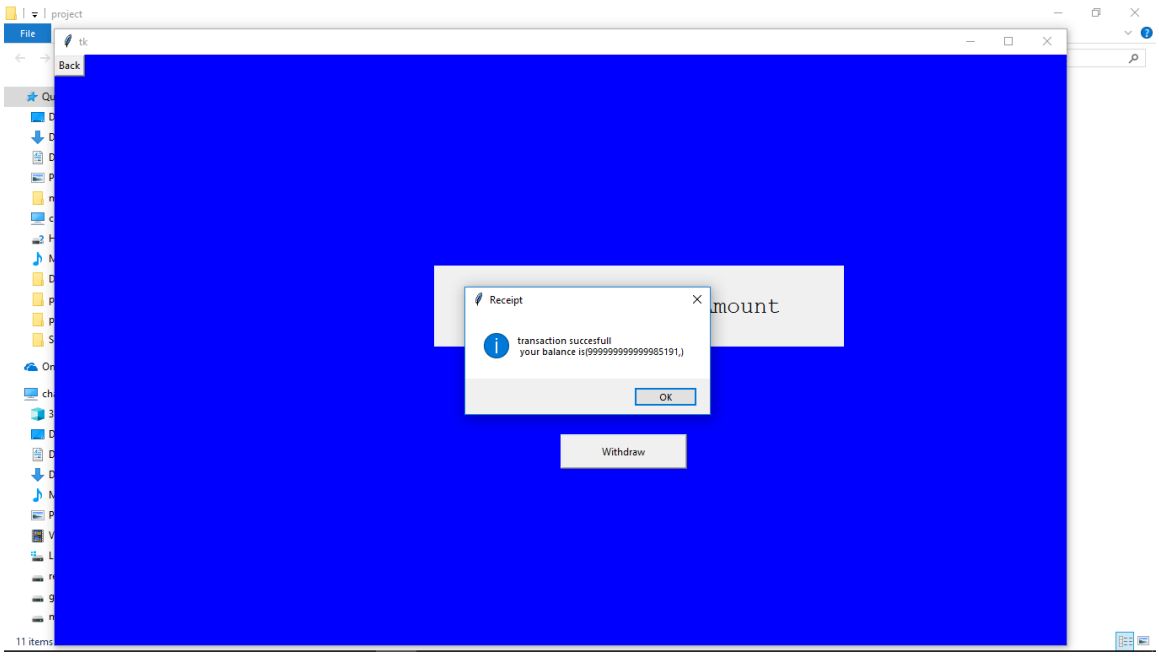


In this module we need to enter our atm pin and if we click on the submit button we will proceed further. If we enter wrong pin it will display a message box with that we have entered wrong details.

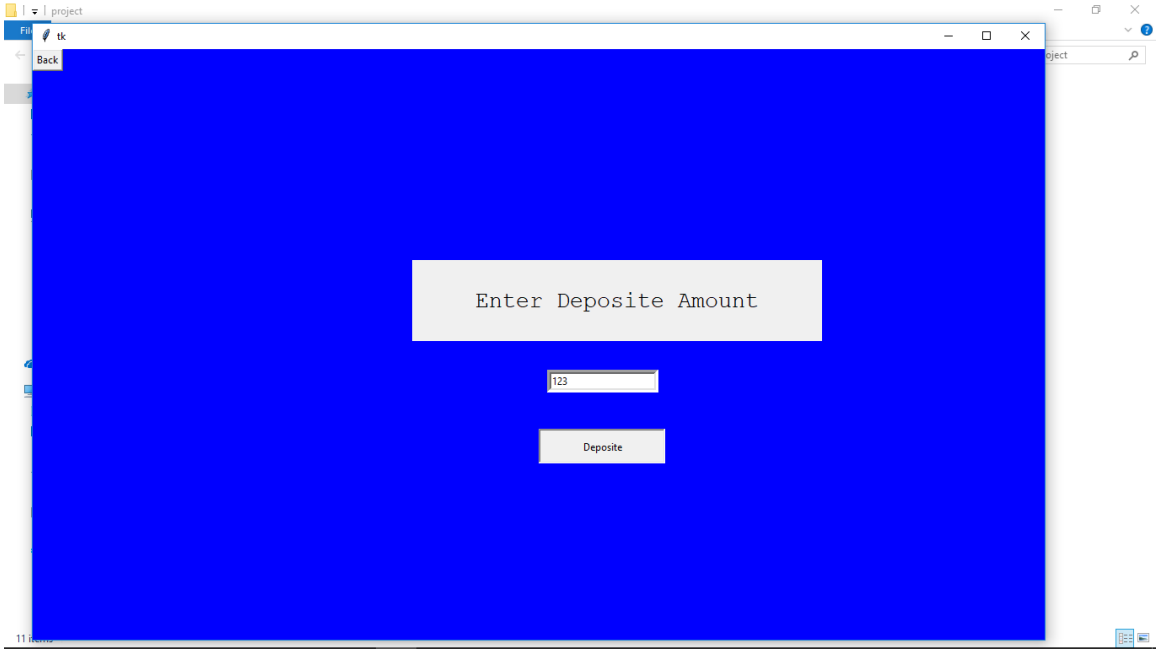
In this module we have different options like withdrawal of money, deposit of money, balance enquiry and changing of pin. After we enter out pin we will proceed onto this page. We can choose any option from the above.



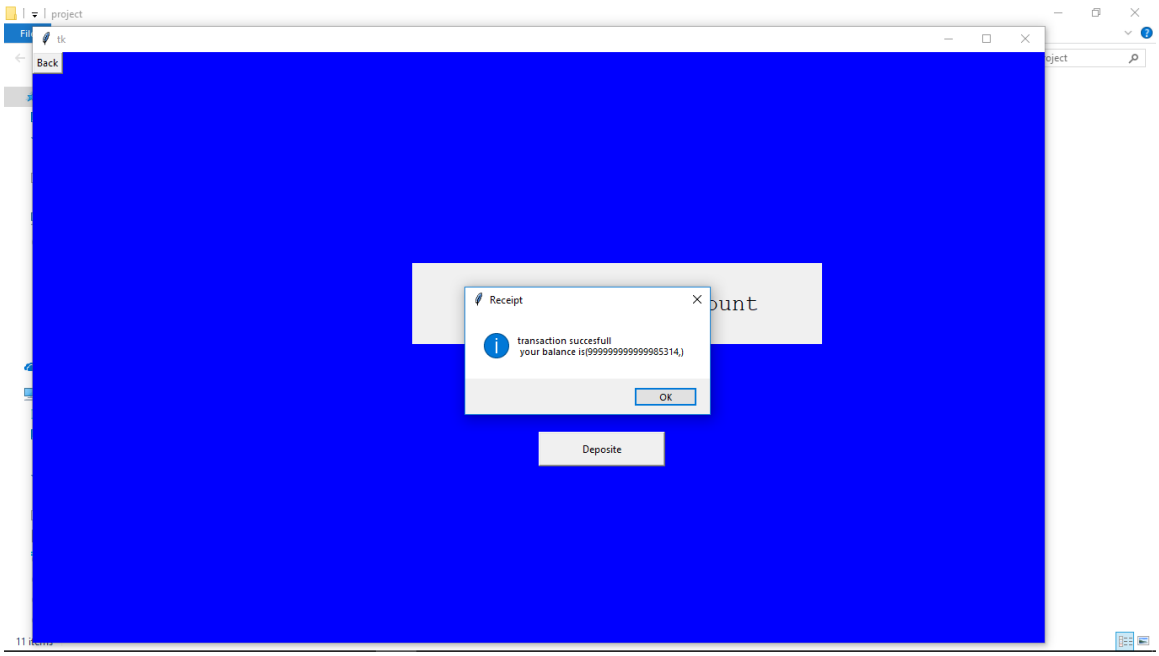
If we click on withdrawal it proceeds on to the above module. Here we need to enter the amount we need to withdraw. Here in this module we had already given the money details by default.



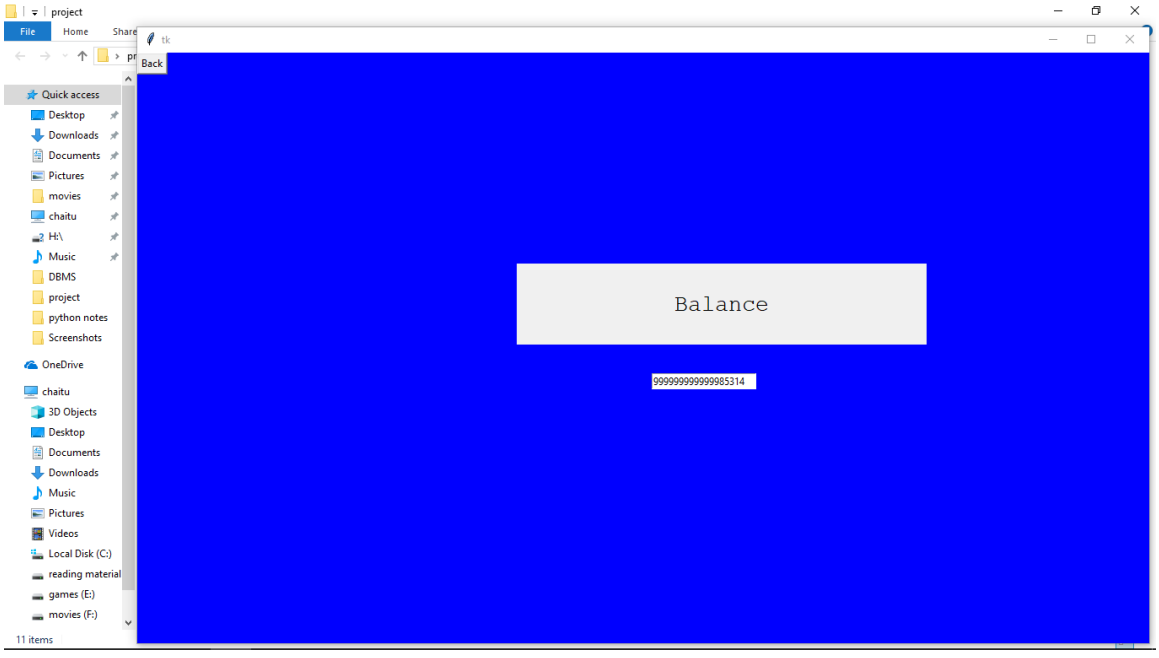
When we withdraw the cash that are below the default values we will get a message box as the upper screenshot. It also displays the balance we have in our account.



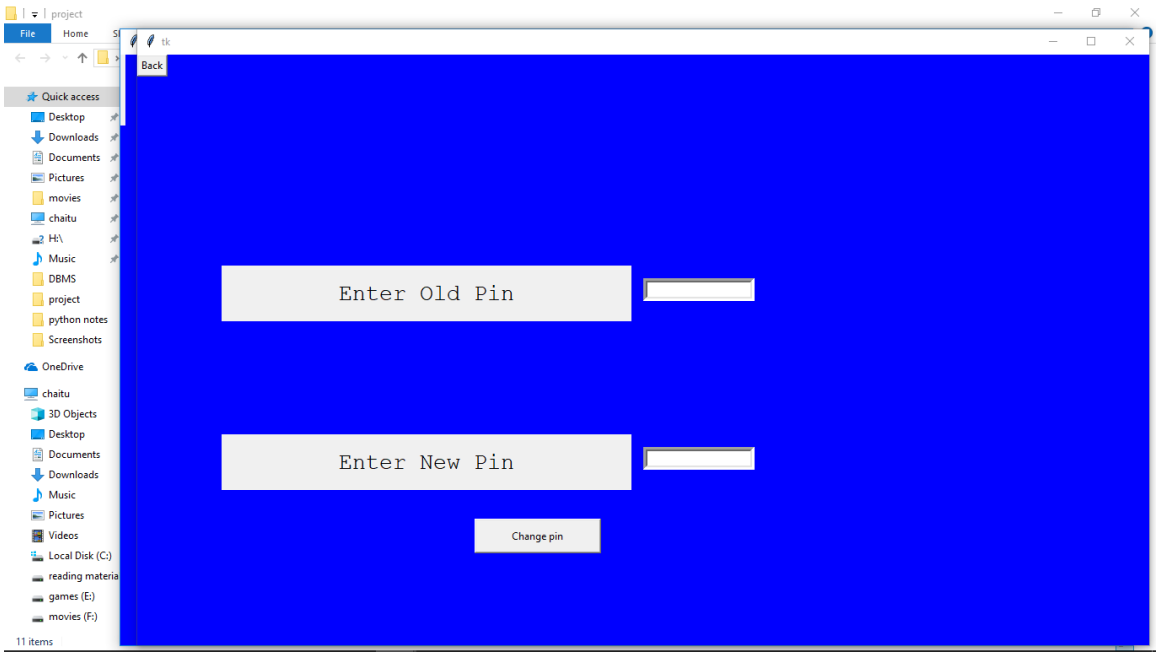
This module shows to deposit money. When we click on deposit we will get on to this module. In this module we can enter the amount we need to deposit. We can deposit money as much we want. They are no restructions.



When we successfully deposited the money we will be getting a message box which shows the balance amount in our account.



This module shows the balance in our account. Though we made many transactions the value in the balance will be updated. The balance will be shown in a message box.



This module allows us to change the pin of our atm. Firstly we need to enter the old pin then we need to enter the new pin which we want and if we click on the submit button the pin will be changed successfully.

OBJECTIVE

The main motto of the project ATM management machine is to ensure one can do the same operations that can be done on original ATM machine. It takes the inputs like

- To enter pin
- To select option
- Withdraw
- Deposit
- Check Balance
- Pin change

Based on the above parameters and gives the output like

- Withdraw money and balance
- Deposit money and balance
- To change pin
    - Enter old pin
    - Enter new pin
    - Confirm your new pin
- Successfully changed the pin

Description

In this project we are making an ATM management system using python. An Automated Teller Machine (ATM) allows customers to perform transactions anywhere at any time without the need of a human teller. It allows the user to access their bank accounts and perform operations like deposit withdraw and change their PIN using their PIN number which is given to them by the administrator.

The user will have an interface to interact with the machine. The user will be prompted to enter their pin to access their account and perform the necessary transactions. There will be a separate database which keeps track of all the users and their transactions and updates it real time. In this project we try to simulate all the basic functionalities of an ATM machine.

Scope

The main purpose of the ATM management system is to provide the customers financial flexibility, worldwide acceptance and round-the clock convenience. Bank issues only VISA Credit Cards, the renowned Credit Card brand. Card holders can purchase good and services up to the credit limit and can reuse the credit facility upon repayment. The card is issued basically to a person's name and the specific person can use the card anywhere in the country.

METHODOLOGY

The methodology that we were following in this project of ATM Management SYSTEM is by using some of the library functions like "tkinter, sqlite3".

1. Tkinter:

Python offers multiple options for developing GUI. Out of all the GUI methods, tkinter is most commonly used method. It is standard python interface to the TkGUI toolkit shipped with python. Python with tkinter outputs the fastest and easiest way to create the GUI applications. Creating a GUI using tkinter is an easy task, tkinter also offers access to the geometric configuration of the widgets which can organize the parent windows. Three geometry manager classes are

1. pack() method: It organizes the widgets in blocks before placing in the parent widget.

2. grid() method: It organizes the widgets in grids (table-like structure) before placing in the parent widget.

3. place() method: It organizes the widgets by placing them on specific positions directed by the programmer.

And even there are many more widgets like Button, Active background, Active foreground, bg, command, font, image, width, height, canvas, check button, entry, frame, label, list box, menu button, menu.

2. sqlite3:

SQLite is a C library that provides a lightweight disk-based database that doesn't require a separate server process and allows accessing the database using a nonstandard variant of the SQL query language.

Some applications can use SQLite for internal data storage

This library involves like

1.Creating the table

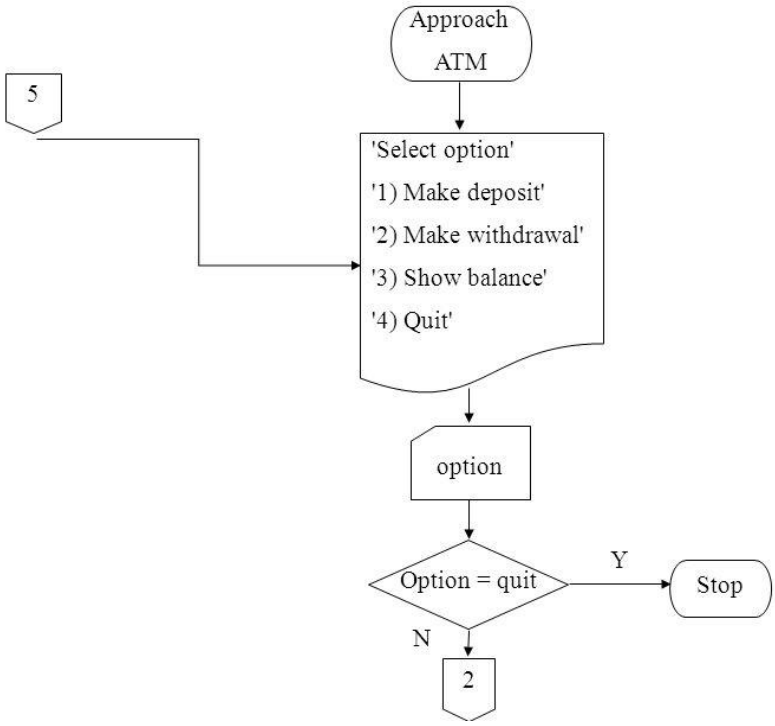
2.inserting, updating,deleting the values

3. drop, truncate the table

4.alter, rename, delete the table

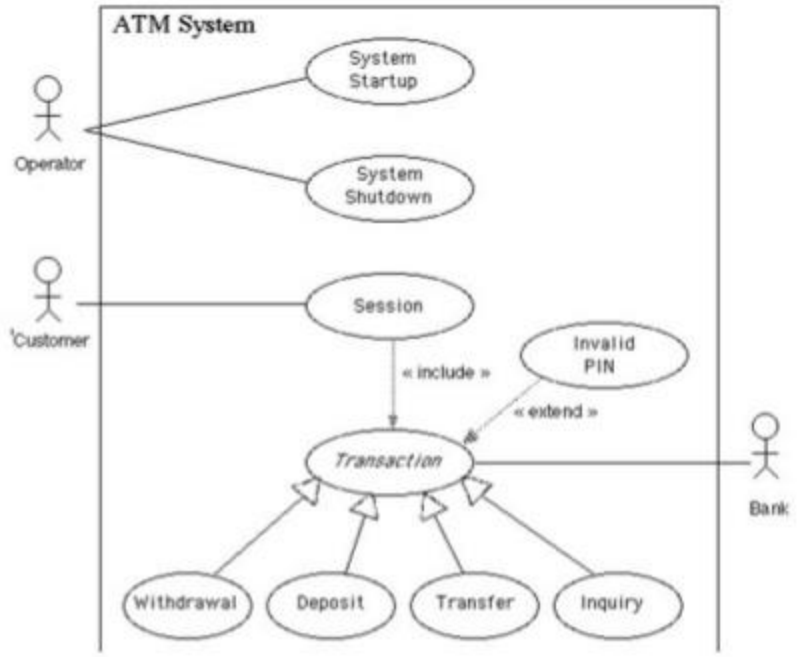
FLOW CHART

Flowchart: ATM Example



James Tam

General Flow Of ATM Process



Technology Used

- **Python 3.6**: Python is an easy to learn, powerful programming language. It has efficient high-level data structures and a simple but effective approach to object-oriented programming.
- **MySql :** MySQL is a freely available open source Relational Database Management System (RDBMS) that uses Structured Query Language (SQL).
- **HTML, CSS, Java Script:** Basic language and scripting technology to make website.
- **IDLE 3.6.0:-**

In this project we are using the technology of python IDLE 3.6.0 . IDLE is a python "Integrated Development and learning Environment…." The user documentation is part of the library References and is available in IDLE.

IDLELIB FILES lists alphabetically by category, with a short description of each.... IDLE MENU shows the menu tree, annotated with the module or module object that implements the corresponding function. This file is descriptive, not prescriptive, and may have errors and omissions and lag behind changes in idle. The versions of IDLE are….

1. IDLE 3.1b1
2. IDLE 3.2.1
3. IDLE 3.3.0
4. IDLE 3.4.0
5. IDLE 3.5.0
6. IDLE 3.6.0
7. IDLE 3.6.2
8. IDLE 3.7.0

Now at present we are using IDLE 3.7.0 version for our project. It's release date is 27/06/2018. This version stops IDLE tests from flashing GUI widgets on the screen. Addlarger font sizes for classroom projections.

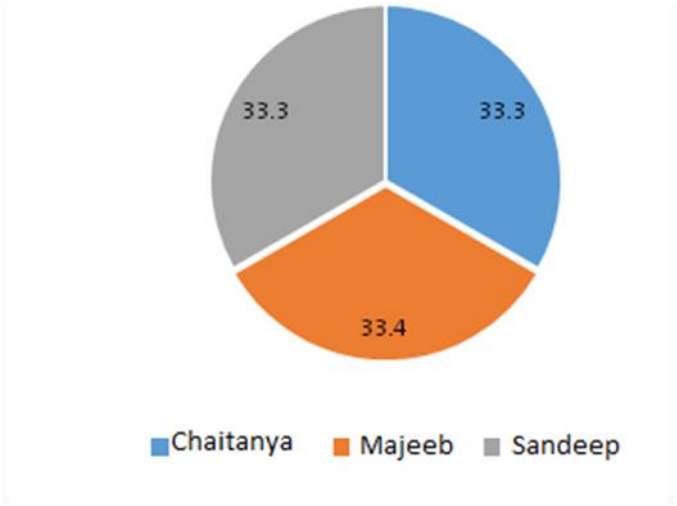
The original creator of this IDLE is “Guido Van Rossum”. The main objective of theIDLE is to develop the version of IDLE which had an execution environment which could be initialized prior to each run of user code.

Work Distribution

Mujeeb babu.P: Withdraw module, connecting it to the database, pin change module.

Chaitanya Kishore. S: deposit module, connecting it to the database, GUI.

Sandeep Chandel: Major GUI, Balance module, GUI withdraw module, testing.



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