

ATM

Design

This was an exercise from General Assembly in the web development immersive course

Requirements

- Create an ATM app where the user can deposit and withdraw money from an account
- Add or delete accounts
- If the user wants to withdraw funds from account but there is insufficient funds in the account then withdraw funds from any other account that has the funds

Design

I was learning about objects at the time of doing this example. I decided to build the answer by separating the functionality into different objects.

I decided to have a Controller object that “talks” to other objects and the other objects only know about the Controller and no other object in the solution. Basically each object does their job and has no clue as to what else is happening in the system.

I found that creating the code using the above approach was better as you only had to focus on what that function in the object was supposed to do and nothing else

Objects

- ACCOUNT, VIEWER, CONTROLLER, DATA
- Account : Represents a bank account and has the data and functions accordingly
- Controller : Controls the communication between objects
- Viewer : Handles everything to do with the console
- Data : Holds the data relevant to the ATM
 - The number of accounts
 - The account names
 - The selected account on the ATM