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**CLASS: SOFTWARE ENGINEERING (151)**

**OBJECT ORIENTED DESIGN AND ANALYSIS**

**ATM System problem requirements**

# Introduction

**AUTOMATED TELLER MACHINES** are part of our lives, they help us in doing our daily transactions and businesses.

An ATM is a computerized telecommunications instrument that provides its users an access to their bank account and makes them able to perform their financial transaction and operations without the need of going to the bank, and without the help or assistance of a human (cashier, clerk, bank teller).

**ATM** makes it easy for people to get their money anywhere any time as long as there is an internet connection.

We need **ATM** machines because not only banks are not open every day, but also even if they were to work every day in a month we wouldn’t necessarily have the time to go to the bank

The main objective of this project is to model and design an ATM system from a point of view of software development.

This documents content’s will be the requirements that will be identified for the system, our system will act as a second person with whom a user (bank customer) can interact, and based on the user’s choice the system will be performing a set of operations.

# ATM specification

An ATM is primarily a machines and as we all know machines are made of component which differs according to the machines that we are talking about.

Out system’s hardware is mainly a computer running some operating system (Windows OS) on which our software system will be installed. The computer without the software would be useless

## Component

* Key Switch : to start up or shut down the machine
* Card Reader : to read user’s Cards
* Screen : to display various messages to the user
* Key pad: to allow to user to input information such as Password, Amount.
* Cash dispenser : for dispensing cash
* Deposit slot : to deposit user’s cash
* Mini printer : for printing transaction receipts