

The class that I created is going to implement an atm like system that acts as an atm that a user could use. Through code it will allow the user to withdraw deposit as well as set a pin or get a balance. The withdraw function allows for a user to withdraw money from the atm. They must put in their PIN first and then ask them how much they would like to withdraw. The deposit function similarly will ask for a PIN then ask the user to deposit a set amount of money into the ATM. This is just a simple class that allows a user to handle “money” and use the program as if it were an actual atm.

The methods that I have used are get balance, withdraw, deposit, as well as set PIN. The get balance function allows a user to set a balance and determine the balance that is in their bank account. The next method, withdraw, allows a user to remove money from their account. When a user does that it will return the total amount of money left in the account as well as state the amount the user withdrew. The deposit method is similar, but allows the user to put money into their bank account. It will then return the total amount deposited as well as the amount of money left in the bank account. The set PIN method simply allows the user to set a PIN for their account that they will put in every time they use the atm.

My demo program uses the methods within the class and allows a user to input values for that. In this case a value is put in for the balance and a PIN is set. Once that is done it will ask the user whether they would like to deposit or withdraw. The user picks one and either money is withdrawn or deposited. The demo program runs through both of these methods as an example of that. The demo function also shows the input of the balance as well as the PIN. The user would need to put the PIN in whenever they wanted to withdraw or deposit as well as receive the balance in the account.