1. Ask for Card
2. read the card
3. Connect with bank network
   1. Successful connection go to point 4)
   2. Unsuccessful connection – reject and return card
4. Ask for PIN Code with editable gap
5. Wait for input
6. Send PIN information to bank
7. Receive information if PIN is ok
8. Accepting or rejecting PIN Code
   1. If PIN Ok go to point no 9).
   2. If PIN incorrect abort mission and eject card
9. Ask user to choose one of the options
   1. Check account balance
   2. Withdraw the money
   3. Deposit the money
   4. Change PIN code

* Moving on to point b)

1. Ask user to choose one of the options (assuming that user chooses option F)
   1. 50 PLN
   2. 100 PLN
   3. 200 PLN
   4. 300 PLN
   5. 500PLN
   6. Other Amount (Multiplication of 50 PLNs)
2. Display the editable gap and ask user to enter amount of money)
3. Wait for input
4. Check if value of input is a multiplication of 50 PLNs
5. Send information to the card providing Bank
6. Receive information from Bank if transaction is possible.
   1. Possible move to point 16)
   2. Impossible – Display information that transaction is impossible move to point 20).
      1. User wants receipt. (print it) and return to point 18)
      2. User doesn’t want receipt. Return to point 18)
7. Check the supply of banknotes
8. Calculate alternative amounts of different banknotes
9. Eject card
10. And eject the money
11. Display information that user has 30 seconds to take the ejected money
    1. If money is taken move to point 21)
    2. If money remains. Suck it in and proceed to point 21)
12. Ask for receipt
    1. User wants receipt. (print it and return to point 1)
    2. User doesn’t want receipt. Return to point 1)