INTERNSHIP AT SKILL-LYNC



A PROJECT REPORT

"ATM MANAGEMENT SYSTEM"

SUBMITTED BY

CHODABATHINA MANOJ

manojchodabathina143@gmail.com

+91-6301783034

INTRODUCTION

This project is based on developing an **ATM** (Automated Teller machine) using "Java Programming Language". For that I used **GUI** (Graphical User Interface) in this development so that it will become more users friendly to interact.

Besides, I also added databases for user's records that are directly linked with this program. It is so called a heart of this program where all the functions depend on it.

OBJECTIVE

The objective of my project is to ease some bank purposes of the people. In its User have options of deposit, withdraw, fast cash, mini statement, change pin, balance.

- 1. Easy to access
- 2. Instant work done
- 3. Easy to Signup
- 4. Easy to Perform Operations

JFRAME

JFrame is a top-level container that provides a window on the screen. A frame is actually a base window on which other components rely, namely the menu bar, panels, labels, text fields, buttons, etc. Almost every other Swing application starts with the JFrame window.

The purpose of JFrame: The Java Swing JFrame class is the foundation for creating graphical Java applications. Without the frame, you can't perform any interactions. When you create a new instance of the JFrame, you can pass a title to the constructor or simply create an empty frame.

How do JFrames work?

JFrame works like the main window where components like labels, buttons, text fields are added to create a GUI. Unlike Frame, JFrame has the option to hide or close the window with the help of setDefaultCloseOperation(int) method.

What is a JFrame layout?

BorderLayout is the default layout for the window objects such as JFrame, JWindow, JDialog, JInternalFrame etc. BorderLayout arranges the components in the five regions. Four sides are referred to as north, south, east, and west.

HARDWARE REQUIREMENTS

- ❖ Processor Intel core I3 and above
- ❖ RAM 4GB or Above
- ❖ Hard Disk 50GB or Above
- **❖ Input Device** Keyboard, Mouse
- ❖ Output Device Monitor or Laptop

SOFTWARE REQUIREMENTS

- ❖ Platforms Windows XP through Windows 10 and Linux.
- **❖ Application Tools** Apache NetBeans IDE 16.

PROJECT EXPLANATIONS

In this documentation we have given explanations of how to interact successfully with this ATM (Automated Teller Machine). We have explained here step by step so that it will surely help users to become more user friendly with it. Below are our explanations:

First Things First:

Before execute this program users need to do some works so that it will run properly into their system. First they need to make sure their system is having "JDK". If they don't have it then they can download from this below link:

http://www.oracle.com/technetwork/java/javase/downloads/jdk7-downloads-1880260.html

Depending on their system (Windows 64bit/32bit) they need to download and install. Then they need to add the "JAVA" files to their system "PATH" so that the system can run the program from CMD (Command Prompt). The path will show something like this

"C:\ProgramFiles(x86)\Java\jre1.8.0_25\bin;". Now just add the address besides the current path directory and save it. The other way they can execute this program in to download the IDE (Integrated Development Environment) on their system. They can download ECLIPSE or NETBEANS depending on the windows (32bit/64bit). Below is the link:

NETBEANS:

https://netbeans.org/downloads/

ECLIPSE:

http://www.eclipse.org/downloads/

I developed this program using "NETBEANS".

Execution Procedures:

When user executes the program, they will see the startup GUI of this program. It has the icon and progress bar. User should wait until it loads.

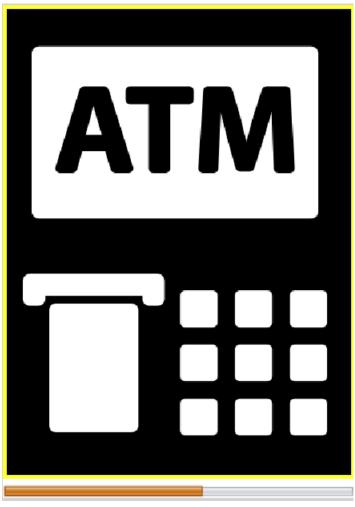


FIGURE 1: STARTUP GUI

LOGIN AND SIGNUP FUNCTION:

	RLD BANK GEMENT SYSTEM	х
ACCOUNT NUMBER PIN CODE	101101	
LOGIN SIGN UP		

FIGURE 2: LOGIN

If the user already has an account in the bank. He should enter the account and pin and click the login button.

Note: user should enter valid details

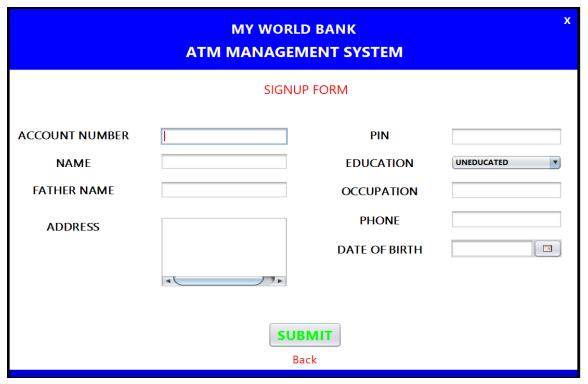


FIGURE 3: SIGNUP FORM

If user don't have an account, he must create an account.

MAINMENU:



FIGURE 4: MAINMENU

After login, you enter the main menu where you can find multiple functions like deposit, withdraw, fast cash, mini statement, change pin, balance.

Function (DEPOSIT):



FIGURE 5: DEPOSIT

To deposit into the account, click on the button "DEPOSIT". It will show a deposit GUI on the screen. They need to enter the amount to deposit into their account.

Function (WITHDRAW):

MY WORLD BANK ATM MANAGEMENT SYSTEM	X
WITHDRAW	
Your Balance: 163000	
AMOUNT: 100	
WITHDRAW	
LOGOUT	

FIGURE 6: WITHDRAW

To withdraw from their account, enter the amount and click on the button "WITHDRAW". If the amount is greater than balance it will say "No Enough Balance". If the Amount is less than balance then it will say "Withdraw Successful".

Function (FAST CASH):

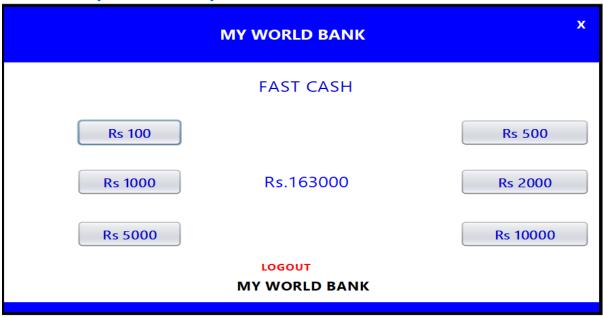


FIGURE 7: FAST CASH

To withdraw small amount, it is the fast way. By clicking required amount their it will instantly withdraw the amount. If the amount is greater than balance it will say "No Enough Balance". If the Amount is less than balance then it will say "Withdraw Successful".

Function (MINI STATEMENT):

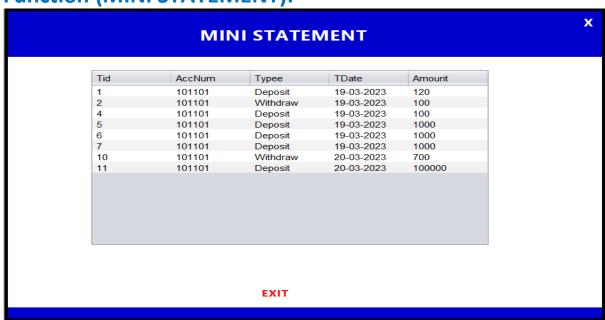


FIGURE 8: MINI STATEMENT

If you click the mini statement button it will give you the list of operations done like deposit or withdraw with details.

Function (CHANGE PIN):

MY WORLD BANK ATM MANAGEMENT SYSTEM	х
CHANGE YOUR PIN	
NEW PIN : 1111 CONFIRM PIN : 1111	
CHANGE PIN Back	

FIGURE 9: CHANGE PIN

Here user can set his new pin and change it by "CHANGE PIN" button

Function (BALANCE):



FIGURE 10: BALANCE

If you click the balance button in main menu it will show the balance in your account.

DATABASES:

1.Accounts Table:

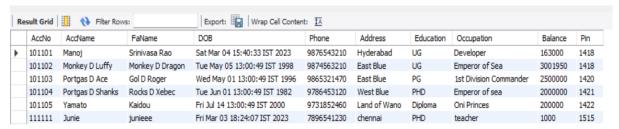
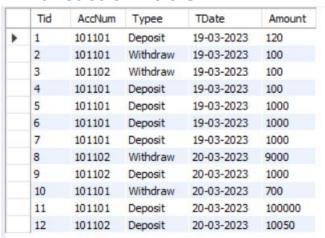


FIGURE 11: Account Table

This is the table where the details of the account stored while signing up.

2.Transaction Table:



FGURE 12: Transaction Table

This table stores every transaction history of all accounts in it.

TECHNICAL DETAIL'S

- **❖** JAVA
- **❖** SQL
- **❖** JFrames
- **❖** JDBC Connection

CODING BEST PRACTICES USED

- DRY (Do Not Repeat Yourself)
- Clean Readable and Organized code
- Comments describing functions and code blocks
- Re-used code as much as possible