

ATM Machine System (Java)

A simple ATM Machine Simulation project developed using Java and Object-Oriented Programming concepts. This console-based application allows users to perform basic banking operations such as checking balance, depositing money, and withdrawing money.

Features

- Check Account Balance
- Deposit Money
- Withdraw Money
- Input Validation for secure transactions
- User-Friendly Console Interface
- Object-Oriented Design

Technologies Used

- Java
- Object-Oriented Programming (OOP)
- Scanner Class for user input

Concepts Implemented

- Classes and Objects
- Constructors
- Encapsulation (Private Variables)
- Methods
- Conditional Statements
- Loops (do-while)
- Input Validation
- Basic Exception Handling

Project Objective

- Practice Java fundamentals
- Understand real-world application of OOP concepts
- Simulate ATM system functionality
- Improve logical thinking and problem-solving skills

Future Enhancements

- Add PIN Authentication
- Add Transaction History
- Support Multiple Bank Accounts
- Store Data Using File Handling
- Convert to a GUI-based Application using Java Swing