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A mini Project report on

[ATM Management System](#)

Submitted to: - Lovely Professional University

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INTRODUCTION

The aim of the ATM Management System project is to build a python-based ATM (Automated Teller Machine) Management System. The introduction of ATM's by various banks have brought about freedom from the interminable queues in front of withdrawal counters at banks. This ATM Management System requires the constant updating of records between the bank servers and a spread-out network of ATM's.

Security is the foundation of a good ATM System, This system will provide for secure authenticated connections between users and bank servers. The whole process will be automated right from PIN (Personal Identification Number) validation to transaction completion.

2. PROBLEM DEFINATION

The source code will be declared soon for the Program of ATM Management System and will be tested and it will be found that Source code is okay and correct. The Program Involves many type of conversions. These Conversions will be done carefully.

Mainly there are two types of testing:

1. Integration testing
2. System testing

System Testing involves whole testing of program at once and

Integration testing involves the breaking of program into modules and then test.

3. Algorithm/Steps (Explain the different modules/Function used

1. We will run the program in Python IDLE. (Pycharm)
2. Our project is based on ATM Management System .
3. The function of ATM Management System Are:

Enter the correct username and password to login

Deposit: this function help us to deposit the money.

Withdrawal: From this function we can take our money from the machine.

Statement: get the mini statement of our account.

PIN Change: Through this function we can change the
pin of our ATM card.

Quit: This Function help us to
terminate the process.

IMPLEMENTATION

```

"\n\n\n\n")
        # self.txtReceipt.insert(END, 'Mini Statement\t\t\t Print
Statement' + "\n\n\n\n")

        self.txtReceipt.insert(END, 'Balance Inquiry\t\t\t Deposit' +
"\n\n\n\n")
        self.txtReceipt.insert(END, 'Withdraw Cash\t\t\t Pin Change' +
"\n\n\n\n")
        self.txtReceipt.insert(END, 'Statement\t\t\t\t' + "\n\n\n\n")

        self.btn_arrow_left1 = Button(TopFrame2Left, text="CLICK_HERE=>",
state=NORMAL, command=balance)
        self.btn_arrow_left1.grid(row=0, column=0, padx=4, pady=20)

        self.btn_arrow_left2 = Button(TopFrame2Left, text="CLICK_HERE=>",
state=NORMAL, command=withdrawcash)
        self.btn_arrow_left2.grid(row=1, column=0, padx=4, pady=20)

        self.btn_arrow_left3 = Button(TopFrame2Left, text="CLICK_HERE=>",
state=NORMAL, command=statement)
        self.btn_arrow_left3.grid(row=2, column=0, padx=4, pady=20)

        self.btn_arrow_left4 = Button(TopFrame2Left, text="CLICK_HERE=>",
state=NORMAL)
        self.btn_arrow_left4.grid(row=3, column=0, padx=4, pady=20)

#
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=====#

        self.btn_arrow_right1 = Button(TopFrame2Right, text="<=CLICK_HERE",
state=NORMAL, command=deposit)
        self.btn_arrow_right1.grid(row=0, column=0, padx=4, pady=20)

        self.btn_arrow_right2 = Button(TopFrame2Right, text="<=CLICK_HERE",
state=NORMAL, command=Pin_Change)
        self.btn_arrow_right2.grid(row=1, column=0, padx=4, pady=20)

        self.btn_arrow_right3 = Button(TopFrame2Right, text="<=CLICK_HERE",
state=NORMAL)
        self.btn_arrow_right3.grid(row=2, column=0, padx=4, pady=20)

        self.btn_arrow_right4 = Button(TopFrame2Right, text="<=CLICK_HERE",
state=NORMAL)
        self.btn_arrow_right4.grid(row=3, column=0, padx=4, pady=20)

    else:
        self.txtReceipt.delete("1.0",END)
        self.txtReceipt.insert(END, 'Invalid Pin Number' + "\n\n")

def clear():
    self.txtReceipt.delete("1.0", END)

    self.btn_arrow_left1 = Button(TopFrame2Left, text="CLICK_HERE=>",
state=DISABLED)
    self.btn_arrow_left1.grid(row=0, column=0, padx=4, pady=20)

    self.btn_arrow_left2 = Button(TopFrame2Left, text="CLICK_HERE=>",
state=DISABLED)
    self.btn_arrow_left2.grid(row=1, column=0, padx=4, pady=20)

    self.btn_arrow_left3 = Button(TopFrame2Left, text="CLICK_HERE=>",

```

```

state=DISABLED)
    self.btn_arrow_left3.grid(row=2, column=0, padx=4, pady=20)

    self.btn_arrow_left4 = Button(TopFrame2Left, text="CLICK_HERE=>",
state=DISABLED)
    self.btn_arrow_left4.grid(row=3, column=0, padx=4, pady=20)

#
=====
=====

    self.btn_arrow_right1 = Button(TopFrame2Right, text("<=CLICK_HERE",
state=DISABLED)
    self.btn_arrow_right1.grid(row=0, column=0, padx=4, pady=20)

    self.btn_arrow_right2 = Button(TopFrame2Right, text("<=CLICK_HERE",
state=DISABLED)
    self.btn_arrow_right2.grid(row=1, column=0, padx=4, pady=20)

    self.btn_arrow_right3 = Button(TopFrame2Right, text("<=CLICK_HERE",
state=DISABLED)
    self.btn_arrow_right3.grid(row=2, column=0, padx=4, pady=20)

    self.btn_arrow_right4 = Button(TopFrame2Right, text("<=CLICK_HERE",
state=DISABLED)
    self.btn_arrow_right4.grid(row=3, column=0, padx=4, pady=20)

def insert0():
    value0 = 0
    self.txtReceipt.insert(END,value0)

def insert1():
    value1 = 1
    self.txtReceipt.insert(END,value1)

def insert2():
    value2 = 2
    self.txtReceipt.insert(END,value2)

def insert3():
    value3 = 3
    self.txtReceipt.insert(END,value3)

def insert4():
    value4 = 4
    self.txtReceipt.insert(END,value4)

def insert5():
    value5 = 5
    self.txtReceipt.insert(END,value5)

def insert6():
    value6 = 6
    self.txtReceipt.insert(END,value6)

def insert7():
    value7 = 7
    self.txtReceipt.insert(END,value7)

def insert8():
    value8 = 8
    self.txtReceipt.insert(END,value8)

def insert9():
    value9 = 9
    self.txtReceipt.insert(END,value9)

```

```

def cancel():
    Cancel = tkinter.messagebox.askyesno("ATM", "Click yes if you want to
cancel")

    if Cancel > 0:
        self.root.destroy()
        return

def withdrawcash():
    enter_Pin()
    self.txtReceipt.delete("1.0",END)
    self.txtReceipt.focus_set()

def deposit():
    enter_Pin()
    self.txtReceipt.delete("1.0",END)
    self.txtReceipt.focus_set()

def Pin_Change():
    enter_Pin()
    self.txtReceipt.delete("1.0",END)
    self.txtReceipt.insert(END, 'Enter Old Pin\t\t\t' + "\n\n\n\n")
    self.txtReceipt.insert(END, 'Enter New Pin\t\t\t' + "\n\n\n\n")
    self.txtReceipt.insert(END, 'Confirm Pin\t\t\t' + "\n\n\n\n")
    # self.txtReceipt.insert(END, 'Balance Inquiry\t\t\t Deposit' +
"\n\n\n\n")

def balance():
    self.txtReceipt.delete("1.0",END)
    self.txtReceipt.insert(END, 'Rs: 20,000' + "\n")

def statement():
    pinNo1 = str(self.txtReceipt.get("1.0", "end - 1c"))
    pinNo2 = str(pinNo1)
    pinNo3 = float(pinNo2)
    pinNo4 = float(20000 - (pinNo3))
    self.txtReceipt.delete("1.0", END)
    self.txtReceipt.insert(END, '\n\t' + str(pinNo4) + "\t\t")
    self.txtReceipt.insert(END, '\t\t\t\n\n    Account Balance Rs'
+str(pinNo4) + "\t\t\n\n")
    self.txtReceipt.insert(END, 'Rent \t\t\t\t Rs 20000' + "\n\n")
    self.txtReceipt.insert(END, 'Tax \t\t\t\t Rs 45.4' + "\n\n")

#
=====WIDGET=====
=====

self.txtReceipt = Text(TopFrame2Mid, height=17, width=42, bd=12,
font=('arial',9,'bold'))
self.txtReceipt.grid(row=0, column=0)

self.btn_arrow_left1 =
Button(TopFrame2Left,text="CLICK_HERE=>",state=DISABLED)
self.btn_arrow_left1.grid(row=0,column=0, padx=4,pady=20)

self.btn_arrow_left2 =
Button(TopFrame2Left,text="CLICK_HERE=>",state=DISABLED)
self.btn_arrow_left2.grid(row=1,column=0, padx=4,pady=20)

self.btn_arrow_left3 =
Button(TopFrame2Left,text="CLICK_HERE=>",state=DISABLED)
self.btn_arrow_left3.grid(row=2,column=0, padx=4,pady=20)

```



```

        self.btn_arrow_left4 =
Button(TopFrame2Left,text="CLICK_HERE=>",state=DISABLED)
        self.btn_arrow_left4.grid(row=3,column=0, padx=4,pady=20)

#=====
=====#

        self.btn_arrow_right1 =
Button(TopFrame2Right,text("<=CLICK_HERE",state=DISABLED)
        self.btn_arrow_right1.grid(row=0,column=0, padx=4,pady=20)

        self.btn_arrow_right2 =
Button(TopFrame2Right,text("<=CLICK_HERE",state=DISABLED)
        self.btn_arrow_right2.grid(row=1,column=0, padx=4,pady=20)

        self.btn_arrow_right3 =
Button(TopFrame2Right,text("<=CLICK_HERE",state=DISABLED)
        self.btn_arrow_right3.grid(row=2,column=0, padx=4,pady=20)

        self.btn_arrow_right4 =
Button(TopFrame2Right,text("<=CLICK_HERE",state=DISABLED)
        self.btn_arrow_right4.grid(row=3,column=0, padx=4,pady=20)

# =====PIN NUMBER
BUTTON=====#

        self.btn1 = Button(TopFrame1,text="1",height=3,width=8, command=insert1)
        self.btn1.grid(row=2,column=0, padx=4,pady=8)

        self.btn2 = Button(TopFrame1,text="2",height=3,width=8, command=insert2)
        self.btn2.grid(row=2,column=1, padx=4,pady=8)

        self.btn3= Button(TopFrame1,text="3",height=3,width=8, command=insert3)
        self.btn3.grid(row=2,column=2, padx=4,pady=8)

        self.btn_can = Button(TopFrame1,text="CANCEL",height=3,width=8,
command=cancel)
        self.btn_can.grid(row=2,column=3, padx=4,pady=8)
#=====
=====

        self.btn4 = Button(TopFrame1,text="4",height=3,width=8, command=insert4)
        self.btn4.grid(row=3,column=0, padx=4,pady=8)

        self.btn5 = Button(TopFrame1,text="5",height=3,width=8, command=insert5)
        self.btn5.grid(row=3,column=1, padx=4,pady=8)

        self.btn6 = Button(TopFrame1,text="6",height=3,width=8, command=insert6)
        self.btn6.grid(row=3,column=2, padx=4,pady=8)

        self.btn_clr = Button(TopFrame1,text="CLEAR",height=3,width=8,
command=clear)
        self.btn_clr.grid(row=3,column=3, padx=4,pady=8)
#=====
=====

        self.btn7 = Button(TopFrame1,text="7",height=3,width=8, command=insert7)
        self.btn7.grid(row=4,column=0, padx=4,pady=8)

        self.btn8 = Button(TopFrame1,text="8",height=3,width=8, command=insert8)
        self.btn8.grid(row=4,column=1, padx=4,pady=8)

        self.btn9 = Button(TopFrame1,text="9",height=3,width=8, command=insert9)
        self.btn9.grid(row=4,column=2, padx=4,pady=8)

```

```

self.btn0 = Button(TopFrame1,text="0",height=3,width=8, command=insert0)
self.btn0.grid(row=5,column=1, padx=4,pady=8)

self.btn_ent =
Button(TopFrame1,text="ENTER",height=3,width=8,command=enter_Pin)
self.btn_ent.grid(row=4,column=3, padx=4,pady=8)

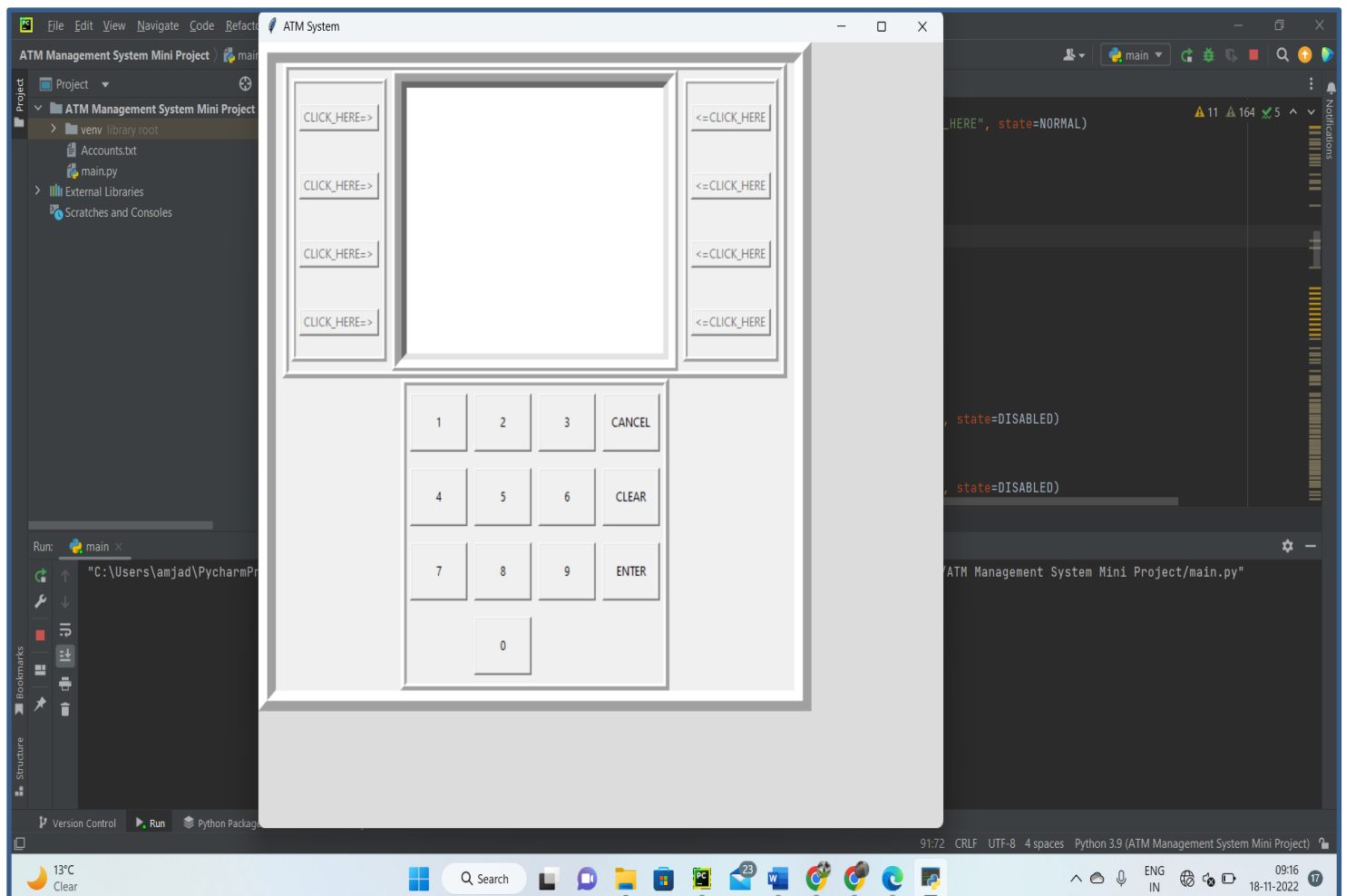
# self.btnArrowL1 = Button(TopFrame2Left,width=160, height=60,
state=DISABLED,image=self.btn_arrow_left.grid(row=0,column=0,padx=2,pady=4))

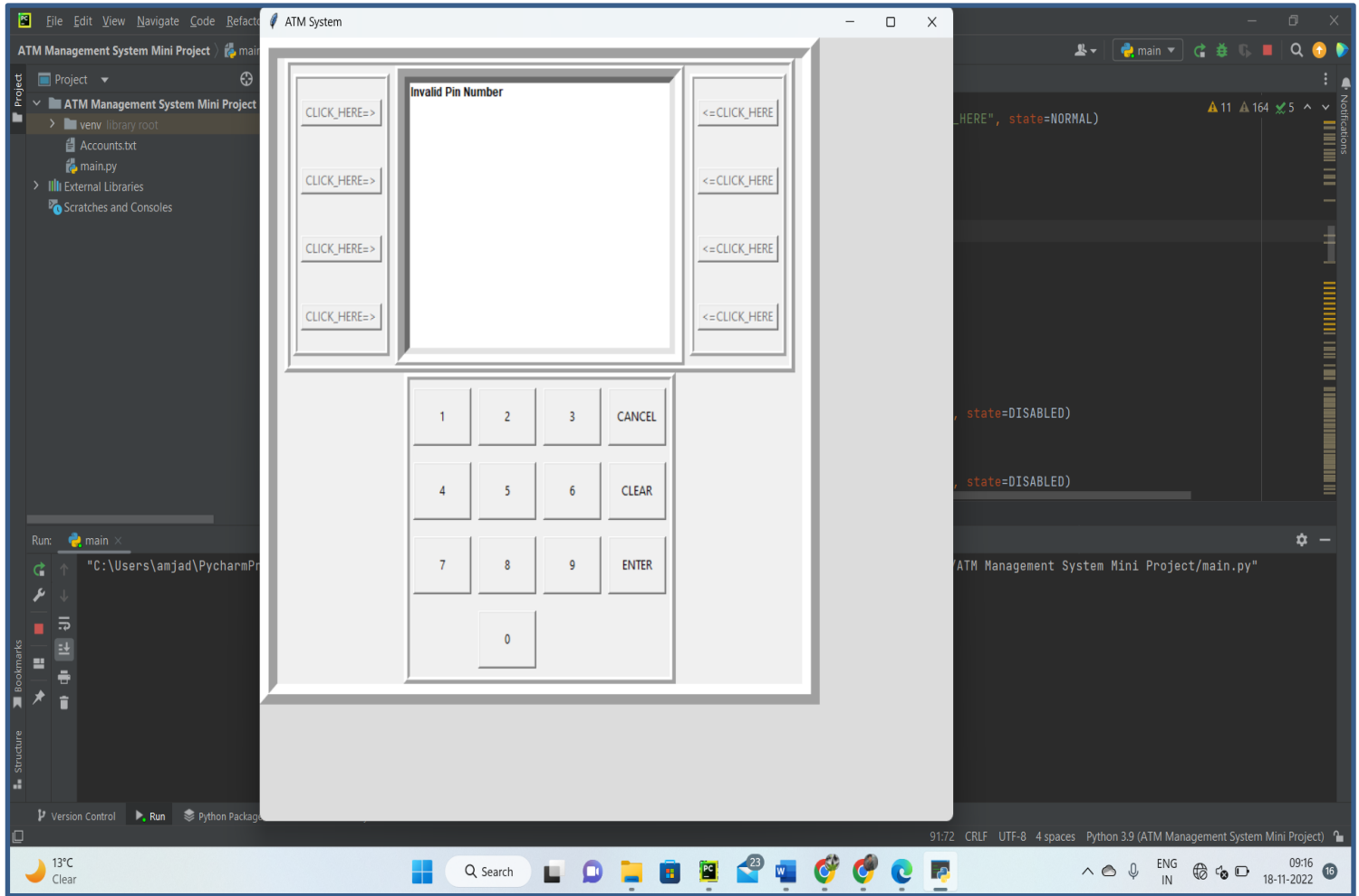
if __name__=='__main__':
    root = Tk()
    application = atm(root)
    root.mainloop()

```

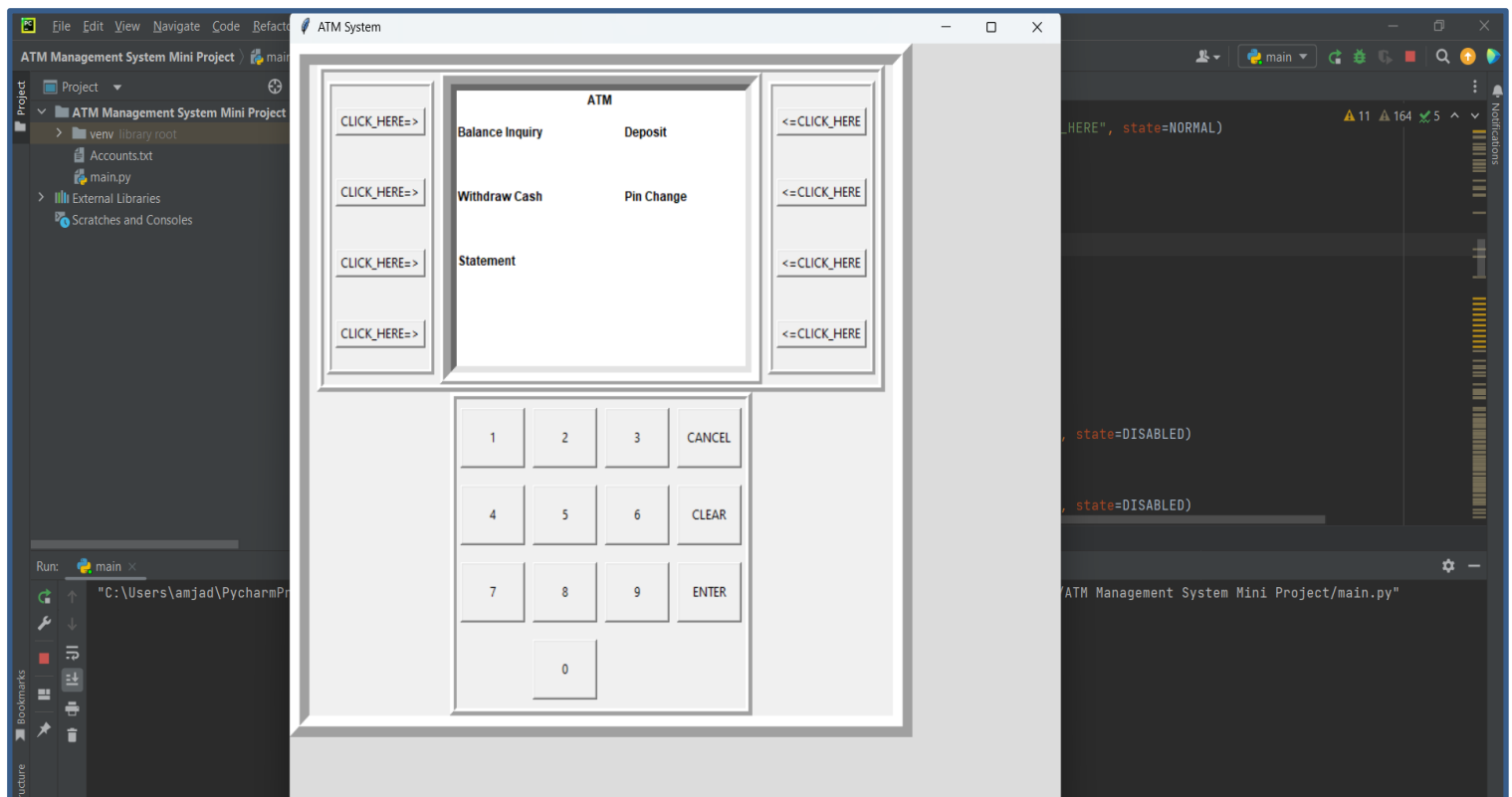
RESULT

This is the interface of my project ATM Management System. At this interface user need to enter their four digit Security PIN.



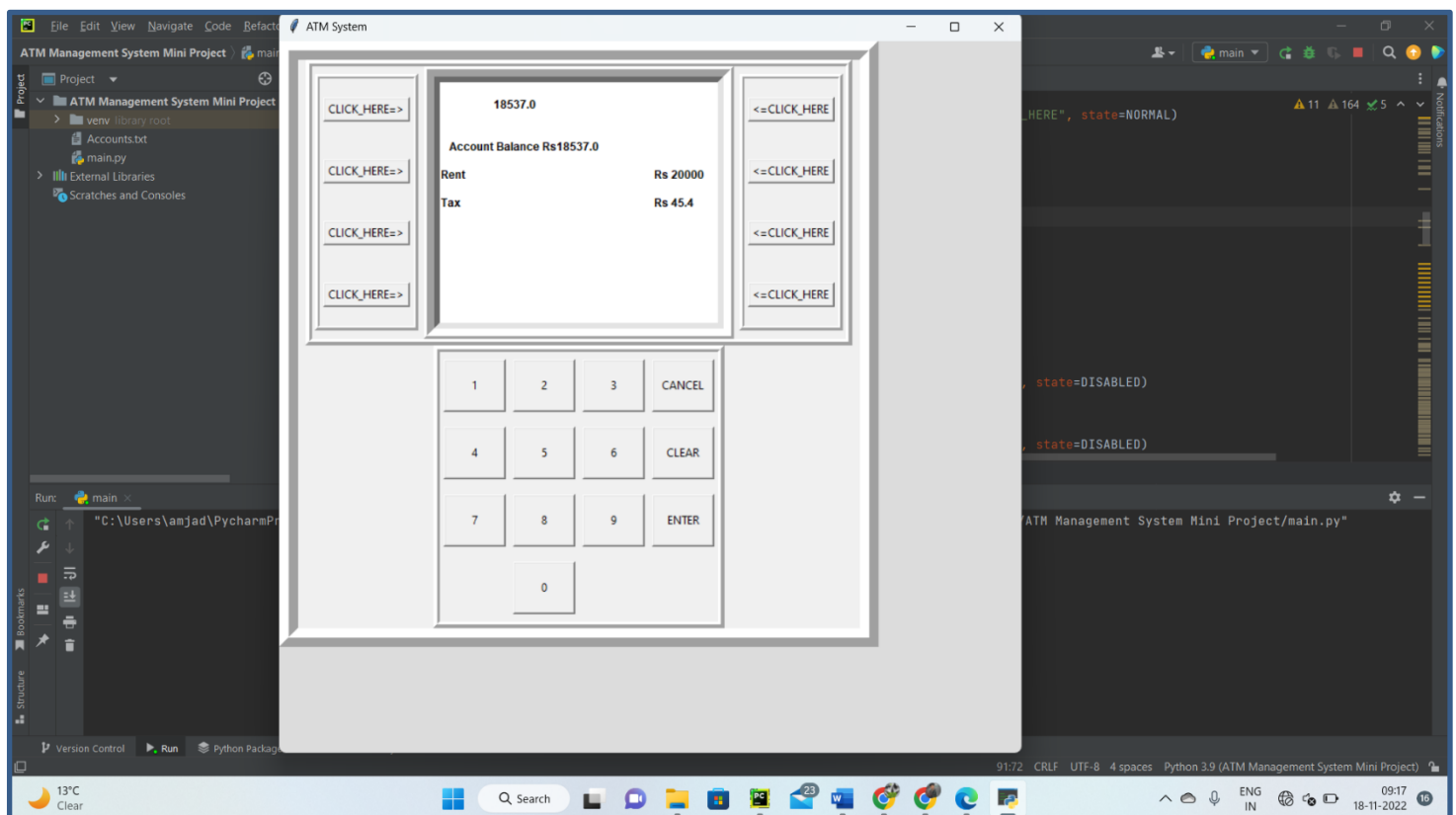


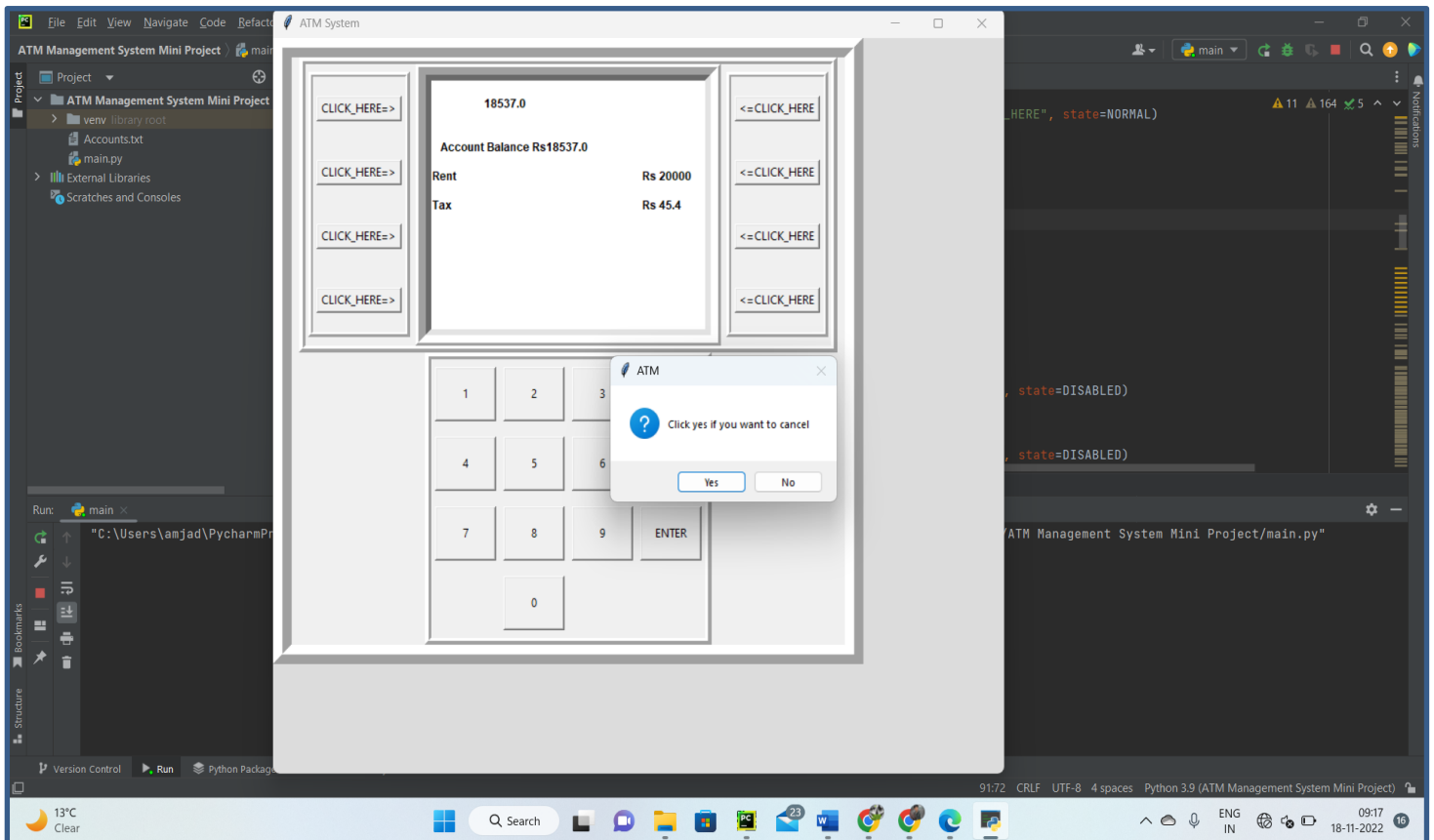
This the interface where we need to enter the 4 digit PIN.
If the user is entering the wrong PIN then they will get the message “Invalid PIN Number”



This the interface where user can do hi Balance Inquiry, They can withdraw money, deposit they can change his pin as well simply by clicking the button given in the side screen of the ATM.

This is the interface where user can withdraw his money simply by entering the amount and they need to press statement button that is present in the left side screen at 3rd number. Once the money deducted from the user account then the new updated amount will be visible on the screen.





This is the interface of the “Cancel” Button once the transaction has been completed user simply need to press the Cancel Button after clicking on the Cancel Button Machine will ask the user “Click Yes If you want to Cancel”.

CONCLUSION

From this presentation, one can observe that an ATM system is associated with the bank transactions of the consumers. Majorly, the ATM system is utilized for the money associated transactions from the consumers. Consumers make major use of ATM to withdraw money from their bank account. It is a fast way to get money out of your account, especially when on the go or during a trip.

REFERENCES

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