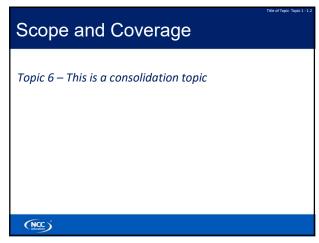
DDOOCP Topic 6 Module Title



1



2

Learning Outcomes By the end of this topic students will be able to: Integrate all unit material to date into a worked example.

3

DDOOCP Topic 6 Module Title

Introduction - 1

 This chapter is going to change the format of the unit briefly, permitting you time to strengthen your understanding of the material covered to date.

 Here, we'll look at a worked example that draws everything we have discussed together into a single, coherent program that you will develop independently before the solution is discussed as a class.

(NCC)

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Introduction - 2

 Refer to the previous chapters for guidance on how to make use of all the tools you have available.

- · All of these will be important.
- · You'll need to make use of:
- 1. Events
- 2. GUI components
- 3. Selection structures
- 4. Objects
- Ensure that you are comfortable with these before beginning.

(NCC)

5

Title of Topic Topic 1 - 1.6

The Electronic Cash Machine - 1

- A company called 'Money Marketplace' has contacted you to build a prototype of the automated cash machine system they are intending to put into production.
- Before building large, expensive hardware devices that are installed in shops and other convenient locations, they wish to test a small scale simulation for usability.
- They've hired you to do that work.

(NCC)

6

The Electronic Cash Machine - 2 • A user interface designer attached to the project has provided you with a storyboard from which you should work: | Money Marketplace | T | 8 | 9 | 4 | 5 | 6 | | 1 | 2 | 3 | | A | 0 | C | | Centern | Desy | Desy

7

(NCC)

The Electronic Cash Machine - 3

- The user for this application should make use of the keypad you provide to enter a four digit personal identifier number (PIN).
- This will be checked against a number of objects stored in the program to see which account should be made active.
- Pressing 'Balance' will show the balance of the account on the main display.

(NCC)

8

The Electronic Cash Machine - 4

- Pressing 'Withdraw' will prompt the user to type a value to withdraw into the display before pressing 'Confirm' or 'Deny' to approve or deny the transaction
- 'Withdraw with Receipt' will show a window on the main display that lists the last transaction performed on the account.

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DDOOCP Topic 6 Module Title

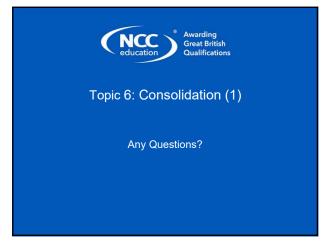
The Electronic Cash Machine - 5

• The underlying bank simulation should ensure that it's not possible to withdraw money if there is no sufficient sum available in the account.

- Your task is to write the code for this application.
- Refer to the tasks in the **Student Guide** to complete this project.

(NCC)

10



11