

SYSTEMS PROGRAMMING:

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PROJECT TITLE: ATM Machine

The Goal of the project.

- Machine at a bank branch or other location which enables a customer to perform basic banking activities (checking ones balance and withdrawing) even when the bank is closed.

Requirements listed as bullet points.

- User have to input card in given time.
- User will enter his/her ATM pin.
- User will select type of his/her account. (i.e. Savings/Current)
- User will select to check cash balance or to withdraw cash from his/her account.
- If withdraw the amount will be entered by user.
- Acknowledgement from user for getting cash.

Any assumption you may have made.

- User already have a bank account.
- User also must have a ATM card(i.e. Debit card)
- User will give a proper input.
- It is not the actual machine it is a simulation.

System programming topics used.

- File I/O
 - For reading the user details
 - For updating the amount withdrawn.
 - For showing Balance of user.
- Signal
 - For security purpose if there is human error to the program task.