**PYTHON PROJECT CA-2**

**Report**

**PROJECT NAME:**

**DESIGN A ATM MANAGEMENT SYSTEM**

**USING PYTHON.**

**Submitted to**

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**Introduction:**

ATM Simulator project is written in Python. The project file contains a python script. This is a simple console based system which is very easy to use. Talking about the system, it contains various functions which include Account Statement, Withdrawing, Depositing amount and changing the pin. Here, at first the user has to enter an existing username, when the username matches the system proceed toward the next procedure i.e asking pin number. When a user passes all these sign-in procedures, he/she can use all those features. It is too easy to use, he/she can check their respective account statements.

While depositing or withdrawing amount, he/she just has to enter the amount then the system calculates the total remaining balance of the respective account and displays to the user. And the user can view all these transactions from the account statement. In this ATM Simulator, the user can also change the pin number. For this, the user has to enter the New pin code and then confirm it in order to change the pin code. This simple console based ATM simulator provides the simple account balance management of a respective account. It contains all the essential features. There is no database connection or neither any external text or other files used in this mini project to save user’s data. Everything is set inside the source code whether its pin code or the amount.

ATMs are Automated Teller Machines that are used to carry day-to-day financial transactions. ATMs can be used to withdraw money or to deposit money or even to know the information of an account like the balance amount, etc. They are convenient and easy to use,and it allows consumers to perform quick self-service transactions.

**Objective:**

1. An ATM, which stands for automated teller machine, is a specialized computer that makes it convenient to manage a bank account holder's funds

2.Deposit cash.

3.Withdraw cash ..etc

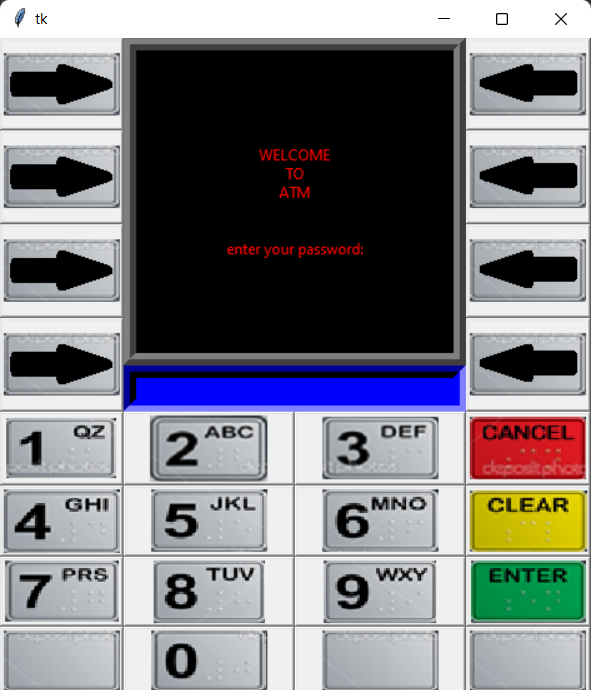
**Design:**

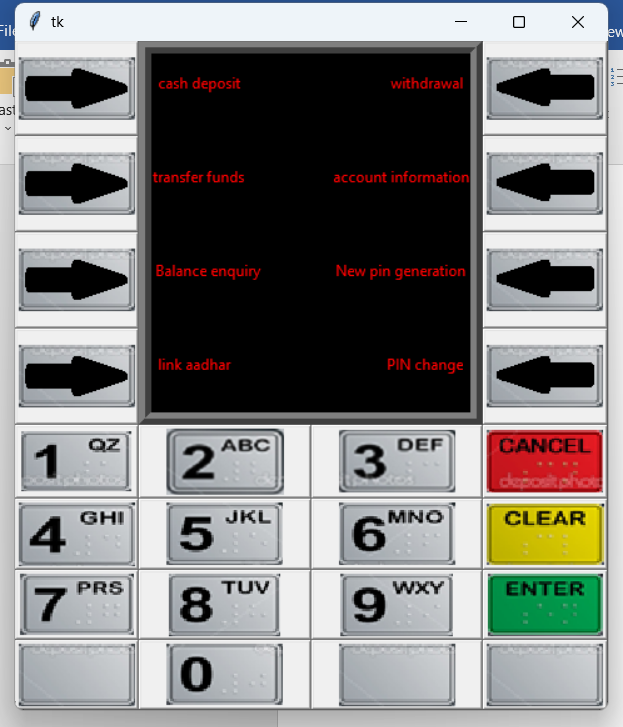
**GUI IN PYTHON:**

Python offers multiple options for developing GUI (Graphical User Interface). Out of all the GUI methods, tkinter is the most commonly used method. It is a standard Python interface to the Tk GUI toolkit shipped with Python. Python with tkinter is the fastest and easiest way to create the GUI applications. There are a number of widgets which you can put in your tkinter application. Some of the major widgets are grid,buttons,font,image,width,height,bg..etc

In this project we used the GUI( Graphical User Interface). Firstly created the tkinter window and the size of window is not resizableas it is given the size of 591x690. For selection of images used the buttons to select. For this we used images as buttons using button command.

**Result Screenshot:**

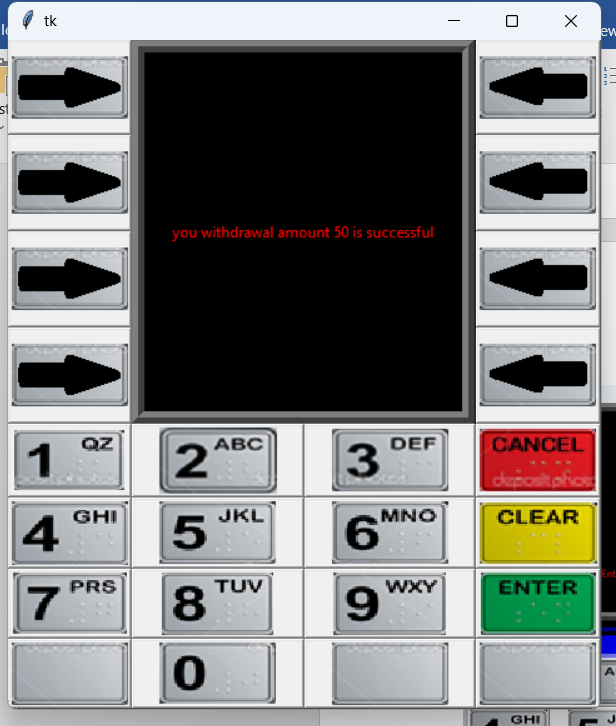
****



1.Enter the password . 2.Select any option from the list.



3. Enter withdrawal amount



4.Your withdrawal amount is successful

**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:**

* **http://money.howstuffworks.com/personal-finance/banking/atm3.htm**

**Code:**

from tkinter import \*  
window=Tk()  
  
window.config(background='black')  
def show\_frame1(frame):  
 frame.tkraise()  
 frame.grid(row=0,rowspan=4,column=1,columnspan=2,sticky='nsew')  
frame1=Frame(window,bg='black')  
frame2=Frame(window,bg='yellow')  
frame3=Frame(window,bg='pink')  
frame4=Frame(window,bg='black')  
frame5=Frame(window,bg='black')  
frame6=Frame(window,bg='pink')  
frame7=Frame(window,bg='black')  
frame8=Frame(window,bg='black')  
frame9=Frame(window,bg='black')  
frame10=Frame(window,bg='black')  
frame11=Frame(window,bg='black')  
frame12=Frame(window,bg='black')  
frame13=Frame(window,bg='black')  
frame14=Frame(window,bg='black')  
frame15=Frame(window,bg='black')  
frame16=Frame(window,bg='black')  
frame17=Frame(window,bg='black')  
frame18=Frame(window,bg='black')  
frame19=Frame(window,bg='black')  
frame20=Frame(window,bg='black')  
frame21=Frame(window,bg='black')  
frame22=Frame(window,bg='black')  
frame23=Frame(window,bg='black')  
frame24=Frame(window,bg='black')  
frame25=Frame(window,bg='black')  
frame26=Frame(window,bg='black')  
frame27=Frame(window,bg='black')  
frame28=Frame(window,bg='black')  
frame29=Frame(window,bg='black')  
frame30=Frame(window,bg='black')  
show\_frame1(frame1)  
#frame3=Frame(window)  
  
  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
amountdeposited=0  
amounttransfered=0  
names=['Praveenreddy','Preeti','Deepaksharma']  
account\_numbers=[202177,22356,31541]  
ifsc\_code=['sbin11545','sbin1145213','andb216453']  
Type\_of\_account=['current','savings','salaried']  
ATM\_card\_number=[12102001,12102002,12102003]  
ATM\_pin=[1234,2211,3356]  
account\_opened\_date=['03-06-2002','02-03-2009','03-08-2015']  
branch=['galivedu-516267','rayachoti-25364','chitoor-58951']  
password=['1234','2211','3356']  
balance=[1000,1500,2000]  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
  
  
def start():  
 show\_frame1(frame1)  
 frame1.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*enter\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
def show\_frame():  
 global password  
 global userindex  
 pin\_no=frame1\_entry.get()  
  
 for i in password:  
 if pin\_no==i:  
 show\_frame1(frame2)  
 frame2.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
 userindex=password.index(pin\_no)  
 break  
 else:  
 show\_frame1(frame3)  
 frame3.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
 else:  
 show\_frame1(frame4)  
 frame4.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*cancel\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
def cancel():  
 global operator  
 operator = ""  
 InputText.set("")  
 show\_frame1(frame1)  
 frame1.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
 button\_enter.config(command=show\_frame)  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*clear \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
  
def clear():  
 global operator  
 operator = ""  
 InputText.set("")  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*cash deposit functions\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
def cash\_deposit():  
 global operator  
 operator = ""  
 InputText.set("")  
 show\_frame1(frame5)  
 frame5.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
  
 button\_enter.config(command=deposited\_amount)  
  
  
def deposited\_amount():  
 global amountdeposited  
  
 amountdeposited=frame5\_entry.get()  
 if len(amountdeposited)>0:  
 if int(str(amountdeposited))>0:  
 show\_frame1(frame6)  
 frame6.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
 frame6\_info.config(text="you deposited "+str(amountdeposited)+" successfully")  
 frame6\_info.pack()  
 else:  
 show\_frame1(frame14)  
 frame14.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
 frame14\_info.config(text="enter valid amount")  
 frame14\_info.pack()  
 else:  
 show\_frame1(frame14)  
 frame14.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
 frame14\_info.config(text="enter valid amount")  
 frame14\_info.pack()  
  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*transfer amount\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
def transfer\_account():  
 global operator  
 operator = ""  
 InputText.set("")  
 show\_frame1(frame7)  
 frame7.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
 button\_enter.config(command=transfer\_amount)  
def transfer\_amount():  
  
 accountnumber=frame7\_entry.get()  
 global operator  
 operator = ""  
 InputText.set("")  
 if len(accountnumber)==6:  
 show\_frame1(frame8)  
 frame8.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
 button\_enter.config(command=transfered\_amount)  
 else:  
 show\_frame1(frame29)  
 frame29.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
def transfered\_amount():  
  
 global amounttransfered  
 amounttransfered=frame8\_entry.get()  
 if int(str(amounttransfered))>0:  
 show\_frame1(frame9)  
 frame9.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
 frame9\_info.config(text="you transfered "+str(amounttransfered)+" successfully")  
 frame9\_info.pack()  
 else:  
 show\_frame1(frame30)  
 frame30.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*check balance\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
def checkbalance():  
 global balance  
 global userindex  
 balanceshow=balance[userindex]  
 show\_frame1(frame10)  
 frame1.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
 frame10\_info.config(text="your balance : "+str(balanceshow))  
 frame10\_info.pack()  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*aadhar link\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
def account\_no\_to\_link():  
 global operator  
 operator = ""  
 InputText.set("")  
  
 show\_frame1(frame11)  
 frame11.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
  
 button\_enter.config(command=aadharlink)  
def aadharlink():  
 global operator  
 operator = ""  
 InputText.set("")  
  
 show\_frame1(frame12)  
 frame12.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
 button\_enter.config(command=aadharlinked)  
def aadharlinked():  
 show\_frame1(frame13)  
 frame13.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
 frame13\_info.config(text="your aadhar linked successfully")  
 frame13\_info.pack()  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*withdrawal\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
def withdrawalamount():  
 global operator  
 operator = ""  
 InputText.set("")  
 show\_frame1(frame15)  
 frame15.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
  
 button\_enter.config(command=amountdebited)  
def amountdebited():  
 global debitedamount  
 global balance  
 global userindex  
 debitedamount=frame15\_entry.get()  
 if len(debitedamount)>0 and int(str(debitedamount))>0:  
 if int(str(debitedamount))<balance[userindex]:  
 show\_frame1(frame16)  
 frame16.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
 frame16\_info.config(text="you withdrawal amount "+str(debitedamount)+" is successful")  
 frame16\_info.pack()  
 else:  
 show\_frame1(frame17)  
 frame17.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
 frame17\_info.config(text="you dont have sufficient balance to withdraw")  
 frame17\_info.pack()  
 else:  
 show\_frame1(frame17)  
 frame17.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
 frame17\_info.config(text="enter valid amount")  
 frame17\_info.pack()  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*account information\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
def account\_information():  
 global userindex  
 global account\_numbers  
 global password  
 global names  
 global ifsc\_code  
 global Type\_of\_account  
 global account\_opened\_date  
 global branch  
 global ATM\_card\_number  
 global balance  
 show\_frame1(frame18)  
 frame18.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
 frame18\_info.config(text="username: "+str(names[userindex])+'\n''password: '+str(password[userindex])+'\n'  
 'ac\_no: '+str(account\_numbers[userindex])+'\n''ifsc code: '+str(ifsc\_code[userindex])+'\n'  
 'account type: '+str(Type\_of\_account[userindex])+'\n'  
 'ac. opened date: '+str(account\_opened\_date[userindex])+'\n'  
 'branch: '+branch[userindex]+'\n''ATM number: '+str(ATM\_card\_number[userindex])+'\n'  
 'account balance: '+str(balance[userindex]))  
 frame18\_info.pack()  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*new pin generation\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
def new\_pin():  
 global operator  
 operator = ""  
 InputText.set("")  
 show\_frame1(frame19)  
 frame19.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
  
 button\_enter.config(command=pin\_generation)  
def pin\_generation():  
 global ATM\_card\_number  
 global userindex  
 global ATM\_pin  
 card\_number=frame19\_entry.get()  
 if int(str(card\_number))==ATM\_card\_number[userindex]:  
 global operator  
 operator = ""  
 InputText.set("")  
 show\_frame1(frame20)  
 frame20.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
 button\_enter.config(command=sendotp)  
 else:  
 show\_frame1(frame28)  
 frame28.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
  
  
def sendotp():  
 otp=frame20\_entry.get()  
 if len(str(otp))==6:  
 show\_frame1(frame21)  
 frame21.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
 else:  
 show\_frame1(frame22)  
 frame22.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*pin change\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
def pin\_change():  
 global operator  
 operator = ""  
 InputText.set("")  
 show\_frame1(frame23)  
 frame23.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
  
 button\_enter.config(command=new\_pin\_enter)  
def new\_pin\_enter():  
 global ATM\_pin  
 global userindex  
 old\_pin=frame23\_entry.get()  
 if int(str(old\_pin))==ATM\_pin[userindex]:  
  
 global operator  
 operator = ""  
 InputText.set("")  
 show\_frame1(frame24)  
 frame24.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
 button\_enter.config(command=changedsuccessfully)  
 else:  
 show\_frame1(frame25)  
 frame25.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
def changedsuccessfully():  
 newpin=frame24\_entry.get()  
 if len(newpin)==4:  
 show\_frame1(frame26)  
 frame26.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
 else:  
 show\_frame1(frame27)  
 frame27.grid(row=0, rowspan=4, column=1, columnspan=2, sticky='nsew')  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*button function\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
def ClickButton(char):  
 global operator  
 operator += str(char)  
 InputText.set(operator)  
operator=""  
InputText = StringVar()  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*frame1\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
frame1\_info=Label(frame1,height=16,width=36,text='WELCOME\nTO\nATM\n\n\nenter your password:',bd=10,bg='black',fg='red',relief=RIDGE)  
frame1\_info.pack(side=TOP)  
frame1\_entry=Entry(frame1,bg='blue',width=36,bd=10,textvariable=InputText,fg='red',font=('arial',9,'bold'))  
frame1\_entry.pack(side=BOTTOM)  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*frame2\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
frame2\_text=Label(frame2,height=19,  
 text='\ncash deposit\t\t withdrawal' + '\n\n'  
 ' \n\n\ntransfer funds\t\taccount information' + '\n\n'  
 '\n\n\nBalance enquiry\t\tNew pin generation' + '\n\n'  
 '\n\n\nlink aadhar \t\t PIN change' + '\n\n',  
 bd=10,bg='black',fg='red',relief=RIDGE)  
frame2\_text.pack()  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*frame3\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
frame3\_text=Label(frame3,text='\n\nyou entered wrong password',  
 height=19,width=36,bg='black',bd=10,fg='red',relief=RIDGE)  
frame3\_text.place(x=0,y=0)  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
frame4\_text=Label(frame4,text='\n\nplease enter valid password',  
 height=19,width=36,bg='black',bd=10,fg='red',relief=RIDGE)  
frame4\_text.place(x=0,y=0)  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*frame5\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
frame5\_info=Label(frame5,height=16,width=36,text='\n\n\n\n\n\n\n\n\n\nEnter amount to deposit:',  
 bd=10,bg='black',fg='red',relief=RIDGE)  
frame5\_info.pack(side=TOP)  
frame5\_entry=Entry(frame5,bg='blue',width=36,bd=10,textvariable=InputText,fg='red',font=('arial',9,'bold'))  
frame5\_entry.pack(side=BOTTOM)  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*frame6\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
frame6\_info=Label(frame6,height=19,width=36,bg='black',fg='red',bd=10,relief=RIDGE)  
#frame6\_info.pack()  
frame14\_info=Label(frame14,height=19,width=36,bg='black',fg='red',bd=10,relief=RIDGE)  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*transfer amount\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
frame7\_info=Label(frame7,height=16,width=36,  
 text='\n\n\n\n\n\n\n\n\n\nEnter account number to which account \nyou want to transfer:',  
 bd=10,bg='black',fg='red',relief=RIDGE)  
frame7\_info.pack(side=TOP)  
frame7\_entry=Entry(frame7,bg='blue',width=36,bd=10,textvariable=InputText,fg='red',font=('arial',9,'bold'))  
frame7\_entry.pack(side=BOTTOM)  
frame8\_info=Label(frame8,height=16,width=36,text='\n\n\n\n\n\n\n\n\n\nEnter amount to transfer:',  
 bd=10,bg='black',fg='red',relief=RIDGE)  
frame8\_info.pack(side=TOP)  
frame8\_entry=Entry(frame8,bg='blue',width=36,bd=10,textvariable=InputText,fg='red',font=('arial',9,'bold'))  
frame8\_entry.pack(side=BOTTOM)  
frame29\_text=Label(frame29,text='\n\nplease enter valid account number',  
 height=19,width=36,bg='black',bd=10,fg='red',relief=RIDGE)  
frame29\_text.place(x=0,y=0)  
frame30\_text=Label(frame30,text='\n\nplease enter valid amount',  
 height=19,width=36,bg='black',bd=10,fg='red',relief=RIDGE)  
frame30\_text.place(x=0,y=0)  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*frame9\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
frame9\_info=Label(frame9,height=19,width=36,bg='black',fg='red',bd=10,relief=RIDGE)  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*check balance frames\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
frame10\_info=Label(frame10,height=19,width=36,bg='black',fg='red',bd=10,relief=RIDGE)  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*frame11\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
frame11\_info=Label(frame11,height=16,width=36,text='\n\n\n\n\n\n\n\n\n\nEnter account number to link aadhar:',  
 bd=10,bg='black',fg='red',relief=RIDGE)  
frame11\_info.pack(side=TOP)  
frame11\_entry=Entry(frame11,bg='blue',width=36,bd=10,textvariable=InputText,fg='red',font=('arial',9,'bold'))  
frame11\_entry.pack(side=BOTTOM)  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*frame12\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
frame12\_info=Label(frame12,height=16,width=36,text='\n\n\n\n\n\n\n\n\n\nEnter aadhar number to link:',  
 bd=10,bg='black',fg='red',relief=RIDGE)  
frame12\_info.pack(side=TOP)  
frame12\_entry=Entry(frame12,bg='blue',width=36,bd=10,textvariable=InputText,fg='red',font=('arial',9,'bold'))  
frame12\_entry.pack(side=BOTTOM)  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*aadhar link\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
frame13\_info=Label(frame13,height=19,width=36,bg='black',fg='red',bd=10,relief=RIDGE)  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*cash withdrawal\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
frame15\_info=Label(frame15,height=16,width=36,text='\n\n\n\n\n\n\n\n\n\nEnter amount to withdrawal:',  
 bd=10,bg='black',fg='red',relief=RIDGE)  
frame15\_info.pack(side=TOP)  
frame15\_entry=Entry(frame15,bg='blue',width=36,bd=10,textvariable=InputText,fg='red',font=('arial',9,'bold'))  
frame15\_entry.pack(side=BOTTOM)  
frame16\_info=Label(frame16,height=19,width=36,bg='black',fg='red',bd=10,relief=RIDGE)  
#frame6\_info.pack()  
frame17\_info=Label(frame17,height=19,width=36,bg='black',fg='red',bd=10,relief=RIDGE)  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*account information\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
frame18\_info=Label(frame18,height=19,width=36,bg='black',fg='red',bd=10,relief=RIDGE)  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*new pin generation\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
frame19\_info=Label(frame19,height=16,width=36,text='\n\n\n\n\n\n\n\n\n\nEnter ATM card number:',  
 bd=10,bg='black',fg='red',relief=RIDGE)  
frame19\_info.pack(side=TOP)  
frame19\_entry=Entry(frame19,bg='blue',width=36,bd=10,textvariable=InputText,fg='red',font=('arial',9,'bold'))  
frame19\_entry.pack(side=BOTTOM)  
frame20\_info=Label(frame20,height=16,width=36,text='\n\n\n\n\n\n\n\n\n\nEnter OTP send to mobile number:',  
 bd=10,bg='black',fg='red',relief=RIDGE)  
frame20\_info.pack(side=TOP)  
frame20\_entry=Entry(frame20,bg='blue',width=36,bd=10,textvariable=InputText,fg='red',font=('arial',9,'bold'))  
frame20\_entry.pack(side=BOTTOM)  
frame21\_text=Label(frame21,text='\n\nyour password sent to your\n registred mobile number',  
 height=19,width=36,bg='black',bd=10,fg='red',relief=RIDGE)  
frame21\_text.place(x=0,y=0)  
frame22\_text=Label(frame22,text='\n\nenter valid OTP',  
 height=19,width=36,bg='black',bd=10,fg='red',relief=RIDGE)  
frame22\_text.place(x=0,y=0)  
  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*PIN change\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
frame23\_info=Label(frame23,height=16,width=36,text='\n\n\n\n\n\n\n\n\n\nEnter old pin:',  
 bd=10,bg='black',fg='red',relief=RIDGE)  
frame23\_info.pack(side=TOP)  
frame23\_entry=Entry(frame23,bg='blue',width=36,bd=10,textvariable=InputText,fg='red',font=('arial',9,'bold'))  
frame23\_entry.pack(side=BOTTOM)  
frame24\_info=Label(frame24,height=16,width=36,text='\n\n\n\n\n\n\n\n\n\nEnter new password what you want:',  
 bd=10,bg='black',fg='red',relief=RIDGE)  
frame24\_info.pack(side=TOP)  
frame24\_entry=Entry(frame24,bg='blue',width=36,bd=10,textvariable=InputText,fg='red',font=('arial',9,'bold'))  
frame24\_entry.pack(side=BOTTOM)  
frame25\_text=Label(frame25,text='\n\nyou entered wrong password',  
 height=19,width=36,bg='black',bd=10,fg='red',relief=RIDGE)  
frame25\_text.place(x=0,y=0)  
frame26\_text=Label(frame26,text='\n\nyour pin changed successfully',  
 height=19,width=36,bg='black',bd=10,fg='red',relief=RIDGE)  
frame26\_text.place(x=0,y=0)  
frame27\_text=Label(frame27,text='\n\nEnter valid pin',  
 height=19,width=36,bg='black',bd=10,fg='red',relief=RIDGE)  
frame27\_text.place(x=0,y=0)  
frame28\_text=Label(frame28,text='\n\nEnter valid ATM card number',  
 height=19,width=36,bg='black',bd=10,fg='red',relief=RIDGE)  
frame28\_text.place(x=0,y=0)  
 #\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*buttons\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
image1=PhotoImage(file='one.png')  
image2=PhotoImage(file='two.png')  
image3=PhotoImage(file='three.png')  
image4=PhotoImage(file='four.png')  
image5=PhotoImage(file='five.png')  
image6=PhotoImage(file='six.png')  
image7=PhotoImage(file='seven.png')  
image8=PhotoImage(file='eight.png')  
image9=PhotoImage(file='nine.png')  
image10=PhotoImage(file='zero.png')  
image11=PhotoImage(file='lArrow.png')  
image12=PhotoImage(file='rArrow.png')  
image13=PhotoImage(file='enter.png')  
image14=PhotoImage(file='clear.png')  
image15=PhotoImage(file='cancel.png')  
image16=PhotoImage(file='empty.png')  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
button1=Button(window,command=lambda:ClickButton('1'),image=image1)  
button1.grid(row=4, column=0, sticky="nsew")  
button2=Button(window,image=image2,command=lambda:ClickButton('2'))  
button2.grid(row=4, column=1, sticky="nsew")  
button3=Button(window,image=image3,command=lambda:ClickButton('3'))  
button3.grid(row=4, column=2, sticky="nsew")  
button4=Button(window,image=image4,command=lambda:ClickButton('4'))  
button4.grid(row=5, column=0, sticky="nsew")  
button5=Button(window,image=image5,command=lambda:ClickButton('5'))  
button5.grid(row=5, column=1, sticky="nsew")  
button6=Button(window,image=image6,command=lambda:ClickButton('6'))  
button6.grid(row=5, column=2, sticky="nsew")  
button7=Button(window,image=image7,command=lambda:ClickButton('7'))  
button7.grid(row=6, column=0, sticky="nsew")  
button8=Button(window,image=image8,command=lambda:ClickButton('8'))  
button8.grid(row=6, column=1, sticky="nsew")  
button9=Button(window,image=image9,command=lambda:ClickButton('9'))  
button9.grid(row=6, column=2, sticky="nsew")  
button0=Button(window,image=image10,command=lambda:ClickButton('0'))  
button0.grid(row=7, column=1, sticky="nsew")  
  
button11=Button(window,image=image16,command=lambda:ClickButton('\*'))  
button11.grid(row=7, column=0, sticky="nsew")  
button12=Button(window,image=image16,command=lambda:ClickButton('#'))  
button12.grid(row=7, column=2, sticky="nsew")  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*>>>>>>>>>>>>>>>>\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
button17=Button(window,image=image11,command=cash\_deposit)  
button17.grid(row=0, column=0, sticky="nsew")  
button18=Button(window,image=image11,command=transfer\_account)  
button18.grid(row=1, column=0, sticky="nsew")  
button19=Button(window,image=image11,command=checkbalance)  
button19.grid(row=2, column=0, sticky="nsew")  
button20=Button(window,image=image11,command=account\_no\_to\_link)  
button20.grid(row=3, column=0, sticky="nsew")  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*<<<<<<<<<<<\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
button21=Button(window,image=image12,command=withdrawalamount)  
button21.grid(row=0, column=3, sticky="nsew")  
button22=Button(window,image=image12,command=account\_information)  
button22.grid(row=1, column=3, sticky="nsew")  
button23=Button(window,image=image12,command=new\_pin)  
button23.grid(row=2, column=3, sticky="nsew")  
button24=Button(window,image=image12,command=pin\_change)  
button24.grid(row=3, column=3, sticky="nsew")  
#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#  
button\_cancel=Button(window,image=image15,command=cancel)  
button\_cancel.grid(row=4, column=3, sticky="nsew")  
button\_clear=Button(window,image=image14,command=clear)  
button\_clear.grid(row=5, column=3, sticky="nsew")  
button\_enter=Button(window,image=image13,command=show\_frame)  
button\_enter.grid(row=6, column=3, sticky="nsew")  
button\_start=Button(window,image=image16)  
button\_start.grid(row=7, column=3, sticky="nsew")  
window.mainloop()