ATM INTERFACE

1. Create a class to represent the ATM machine.

2. Design the user interface for the ATM, including options such as withdrawing, depositing, and checking the balance.

3. Implement methods for each option, such as withdraw(amount), deposit(amount), and checkBalance().

4. Create a class to represent the user's bank account, which stores the account balance.

5. Connect the ATM class with the user's bank account class to access and modify the account balance.

6. Validate user input to ensure it is within acceptable limits (e.g., sufficient balance for withdrawals).

7. Display appropriate messages to the user based on their chosen options and the success or failure of their transactions

Code:

import java.util.Scanner;

class ATM

{

private BankAccount acc;

public ATM(BankAccount acc)

{

this.acc=acc;

}

void bank\_process()

{

Scanner sc = new Scanner(System.in);

boolean running= true;

while(running)

{

System.out.println("ATM");

System.out.println("1. Check Balance ");

System.out.println("2. Deposite ");

System.out.println("3. Withdraw ");

System.out.println("4. Exit ");

System.out.println("Enter your choice: ");

int opt = sc.nextInt();

switch(opt)

{

case 1: System.out.println("Your Current Balance in the Account is "+acc.getBalance());

break;

case 2: System.out.println("Enter the amount to Deposit : ");

double Amount\_deposit = sc.nextDouble();

acc.Deposit(Amount\_deposit);

break;

case 3: System.out.println("Enter the amountto Withdraw : ");

double Amount\_withdraw = sc.nextDouble();

acc.Withdraw(Amount\_withdraw);

break;

case 4: running = false;

System.out.println("THANK YOU");

break;

default:System.out.println("You have entered wrong choice.");

}

}

sc.close();

}

}

class BankAccount

{

private double bal;

BankAccount(double initial\_bal)

{

this.bal= initial\_bal;

}

double getBalance(){

return bal;

}

void Deposit(double amount){

if(amount>0){

bal += amount;

System.out.println("Your amount "+amount+ "is deposited successfully!");

}else{

System.out.println("Please enter positive amount");

}

}

void Withdraw(double amount){

if(amount>0 && amount<=bal){

bal -= amount;

System.out.println("Your amount "+amount+ "is withdraw successfully!");

}else{

System.out.println("You do not have sufficient balance to Withdraw");

}

}

}

public class Main{

public static void main(String[] args){

BankAccount BA = new BankAccount(10000.0);

ATM atm = new ATM(BA);

atm.bank\_process();

}

}

Output:

