

ATM User Manual

Overview:

The ATM program allows users to perform various banking transactions, including checking transaction history, withdrawing money, depositing funds, transferring money, and quitting the ATM interface.

Getting Started:

1. Compile and Run:

- Compile the Java program using your preferred Java compiler.
- Run the compiled program (usually, `ATM.class`).

2. User Identification:

- Enter your User ID and PIN when prompted.

3. Main Menu:

- After successful identification, the main menu will be displayed.

Main Menu Options:

1. Transaction History (Option 1):

- View a list of your previous transactions.

2. Withdraw (Option 2):

- Withdraw money from your account.
- Enter the desired withdrawal amount when prompted.

3. Deposit (Option 3):

- Deposit money into your account.
- Enter the desired deposit amount when prompted.

4. Transfer (Option 4):

- Transfer money to another account.
- Enter the recipient's account number and the transfer amount when prompted.

5. Quit (Option 5):

- Exit the ATM program.

Additional Information:

- User ID and PIN for Testing:

- User ID: 1234
- PIN: 5678

- Maximum Attempts:

- If three unsuccessful attempts are made to enter the correct User ID and PIN combination, the program will terminate.

- Initial Balance:

- The initial account balance is set to \$10,000.

Example Usage:

1. Successful Login:

- Enter User ID: 1234
- Enter PIN: 5678
- Upon successful login, the main menu will be displayed.

2. Withdrawal:

- Choose Option 2.
- Enter the withdrawal amount (e.g., 500).

3. Deposit:

- Choose Option 3.
- Enter the deposit amount (e.g., 1000).

4. Transfer:

- Choose Option 4.
- Enter the recipient's account number and the transfer amount.

5. View Transaction History:

- Choose Option 1 to view a list of your transactions.

6. Quit:

- Choose Option 5 to exit the program.

Note:

- Always remember to log out or quit the program when you are done.
- Ensure that you have sufficient funds for withdrawals or transfers.

Enjoy using the ATM program!