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| **LAB101Assignment** | **Type:** | **Long Assignment** |
| **Code:** | **C.L.P0025** |
| **LOC:** | **200** |
| **Slot(s):** | **5** |

**Title**

Simulate ATM’s operation

**Background Context**

An automated teller machine or automatic teller machine (ATM, [American](https://en.wikipedia.org/wiki/American_English),[British](https://en.wikipedia.org/wiki/British_English), [Australian](https://en.wikipedia.org/wiki/Australian_English), [Malaysian](https://en.wikipedia.org/wiki/Malaysian_English), [South African English](https://en.wikipedia.org/wiki/South_African_English), [Singaporean](https://en.wikipedia.org/wiki/Singaporean_English), [Indian](https://en.wikipedia.org/wiki/Indian_English),[Maldivian](https://en.wikipedia.org/wiki/Maldivian_English), [Hiberno](https://en.wikipedia.org/wiki/Hiberno-English), [Philippine](https://en.wikipedia.org/wiki/Philippine_English) and [Sri Lankan English](https://en.wikipedia.org/wiki/Sri_Lankan_English)), also known as an automated banking machine (ABM, [Canadian English](https://en.wikipedia.org/wiki/Canadian_English)), cash machine, cashpoint, cashline, minibank, bankomat or colloquially hole in the wall([British](https://en.wikipedia.org/wiki/British_English)) is an electronic telecommunications device that enables the customers of a [financial institution](https://en.wikipedia.org/wiki/Financial_institution) to perform [financial transactions](https://en.wikipedia.org/wiki/Financial_transaction), particularly cash withdrawal, without the need for a human [cashier](https://en.wikipedia.org/wiki/Cashier), clerk or [bank teller](https://en.wikipedia.org/wiki/Bank_teller).

**Program Specifications**

Develop an application to simulate ATM’s operation with main function as below

***Function details:***

1. Login: user can only use other functions in case she/he enters card information and PIN correctly
2. Register account: the system allows user to register ATM card, ATM card information should be stored in a text file include:

* Account: string 14 number
* PIN: string 6 number

User account should be stored in a text file include:

* ID: account code
* Account name
* Balances
* Money type: USD, VND, …

1. Withdraw money: user enter amount of money need to withdraw, the system check and confirm withdrawing action. Withdraw transactions should be store in a text file.
2. Transfer money: user enter destination account and input money need to transfer, the system check and confirm transfer action. Transfer transactions should be stored in a text file

***Expectation of User interface:***

**Guidelines**