

ASSIGNMENT-5

Q Write a program that simulates a basic ATM machine. The program should display a menu with options such as:

1. Check Balance
2. Deposit Money
3. Withdraw Money
4. Quit

Implement these options using a while loop to allow the user to perform multiple transactions until they choose to quit.

Assume an initial balance of 10000RS.

Q Write a program that simulates a basic coffee shop ordering system. The program should allow users to order drinks, specify the quantity, display their order, and exit. Use a while loop to create an interactive menu for users.