**INTRODUCTION**

**The Automated Teller Machine (ATM) allows bank customers to access their accounts without visiting the bank. The project is titled as ATM Machine and developed using C language. When a user needs to withdraw cash, they can enter their PIN number (personal identification number) and the amount to be withdrawn will be displayed in the form of 100s, 500s and 1000s. Once their withdrawn was successful, the amount will be debited in their account.**

**ADVANTAGES**

* **Easy and faster access**
* **Better, longer-lasting customer relationships**
* **Offer 24/7 service**
* **Reduce bank workloads**
* **easier to access**

**DISADVANTAGES**

* **GUI is needed**
* **Limitations on cash withdraw**
* **Possibility of frauds**

**4 W's and 1 H**

**Who**

**Anyone with an ATM card can use the machine.**

**What**

**It's an automatic machine to withdraw the money.**

**When**

**It is available 24X7, 365 days.**

**Where**

**It is available in various places.**

**How**

**This application was developed in C language to avoid the complexity and to keep it simple.**

**HIGH LEVEL REQUIRMENTS**

* **Main Menu**
* **Deposit**
* **Balance enguiry**
* **Cash withdraw**
* **Graphical User Interface**

**LOW LEVEL REQUIRMENTS**

* **Main menu should consist 4 options:**

**1.Deposit**

**2.BalanceEnquiry**

**3.CashWithdraw**

* **Reading user input to select particular option**
* **Output screen will display the overall balance**
* **Read user input to withdraw entered amount exactly**
* **Should display final updated balance after credit or debit**