



TFB1033 / TEB1043:
OBJECT ORIENTED PROGRAMMING
MAY 2024 SEMESTER
JAVABREWER BANK DOCUMENTATION

NO.	NAME	STUDENT ID	COURSE
1.	WARDINA SAFFIYA BINTI JAMALULIL	24000996	INFORMATION TECHNOLOGY
2.	LYDIA NATASHA BINTI MUHARRAL	24000481	INFORMATION TECHNOLOGY
3.	WAN NUR IRDINA BT WAN HASBULLAH	24000247	INFORMATION TECHNOLOGY
4.	NUR AISYA' SOFEA BINTI HUSIN	22012332	INFORMATION TECHNOLOGY
5.	MUHAMMAD AIMAN HAIKAL BIN MOHAMMAD AKMAL SURISH	24000458	COMPUTER SCIENCE

TABLE OF CONTENT

PROJECT DESCRIPTION	3
SCREENSHOTS	4
LOGIN SCREEN	4
MAIN MENU SCREEN	6
BALANCE INQUIRY	7
CASH WITHDRAWAL	8
CASH DEPOSIT	9
UML DIAGRAM	10
CONCLUSION	11

PROJECT DESCRIPTION

Overview

The ATM Machine project using JavaFX aims to simulate the basic functionalities of an Automated Teller Machine (ATM). This includes user authentication via PIN, checking account balance, withdrawing cash, and depositing cash. The project demonstrates the use of JavaFX for building a graphical user interface and handling user interactions in a simulated banking environment.

Features

User Authentication: Secure login using a 4-digit PIN.

Balance Inquiry: Display current account balance.

Cash Withdrawal: Withdraw specific amounts, ensuring sufficient balance.

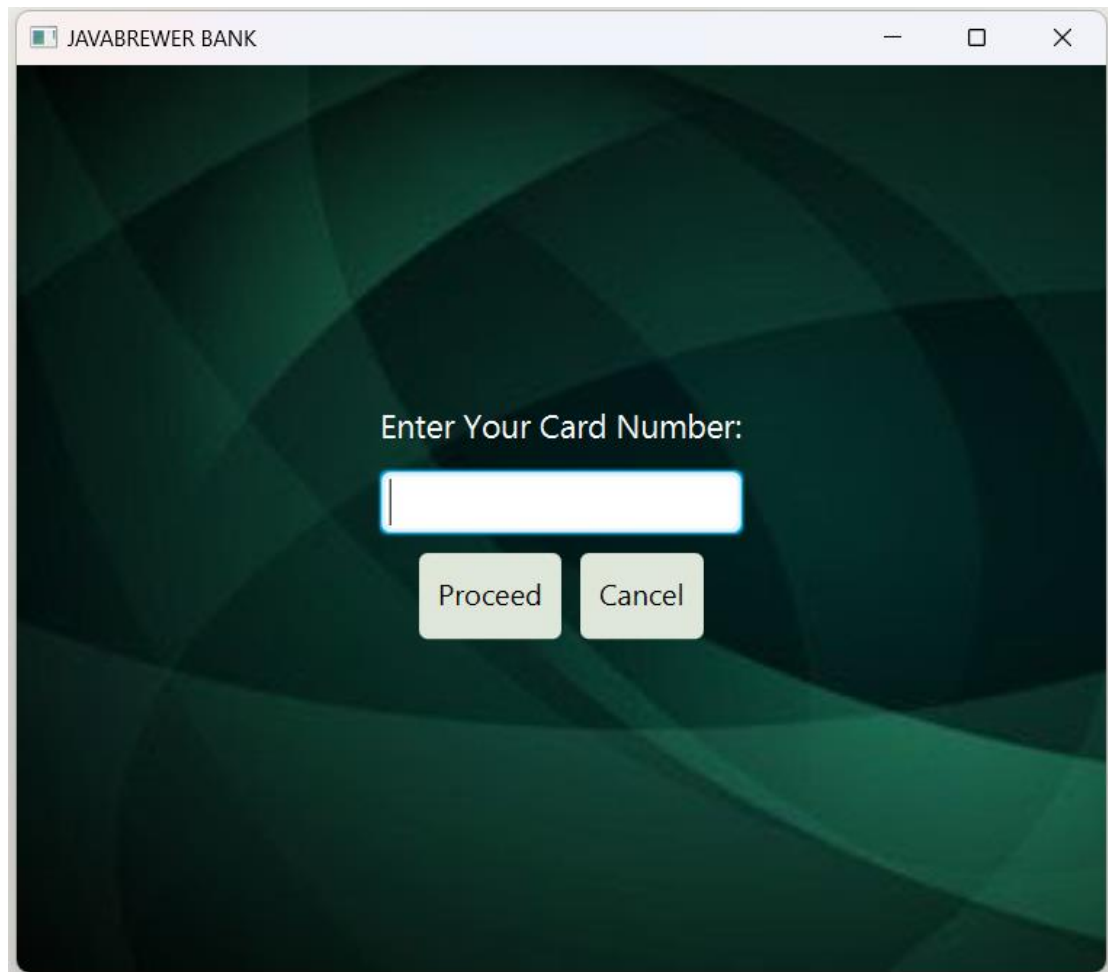
Cash Deposit: Deposit a specified amount to the account.

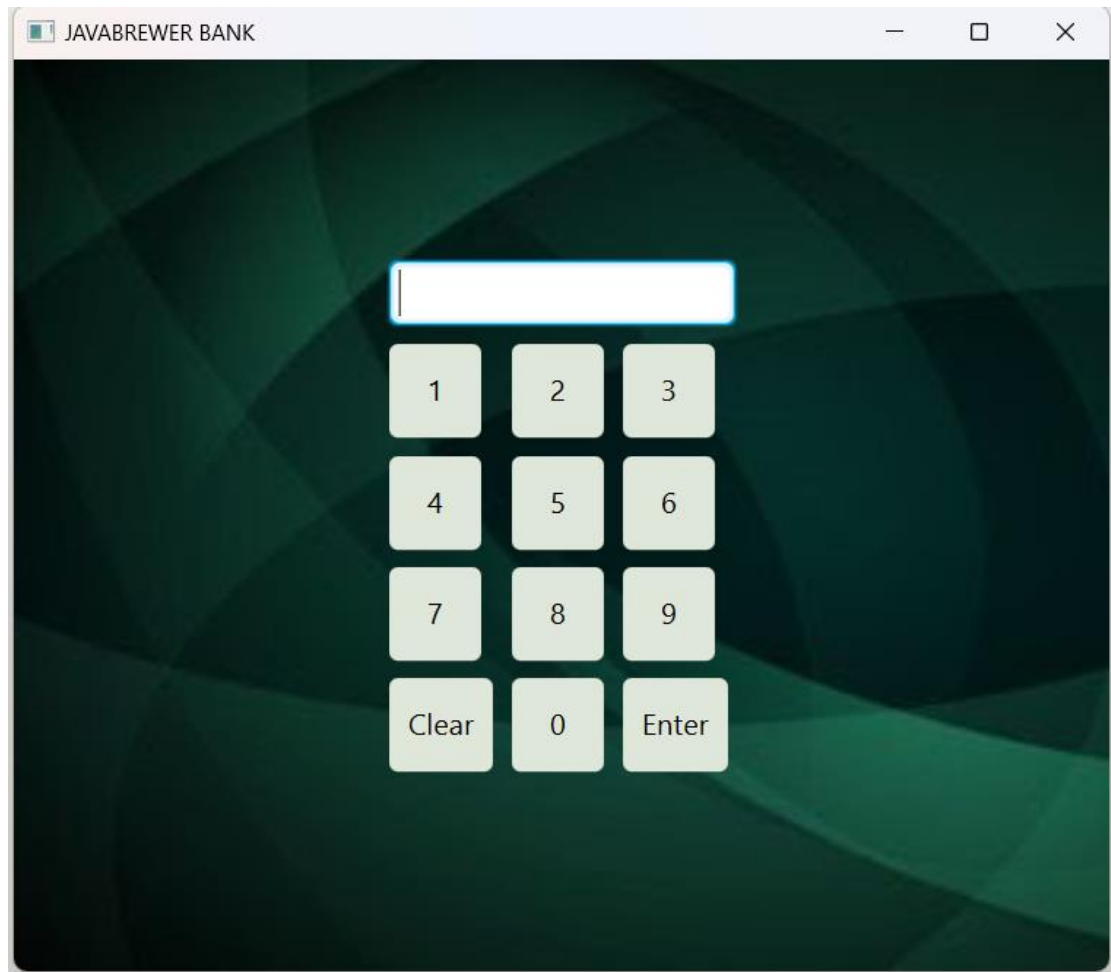
Technologies Used

- JavaFX: For building the graphical user interface.
- Java: Core logic and functionalities.
- CSS: For designing the GUI layout.

Screenshots

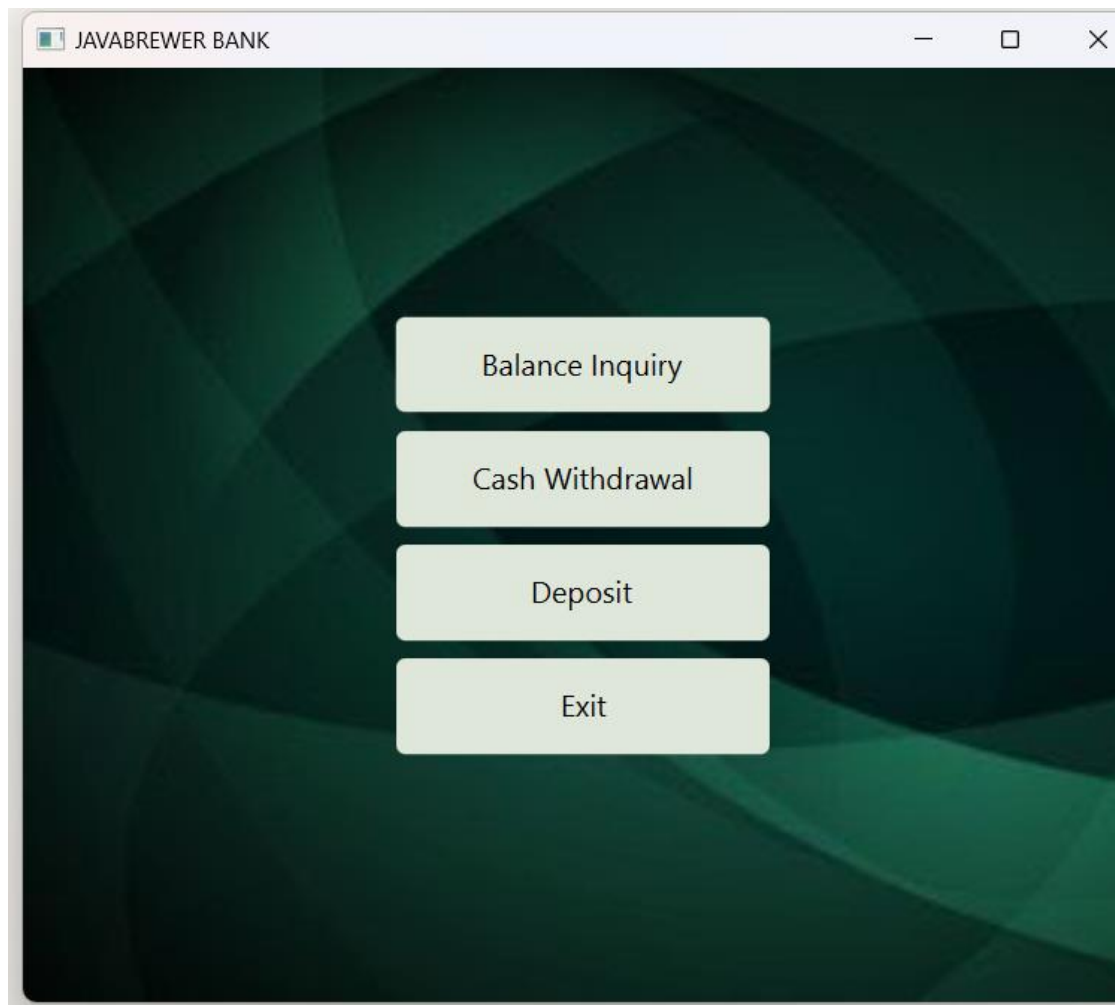
1. Login Screen





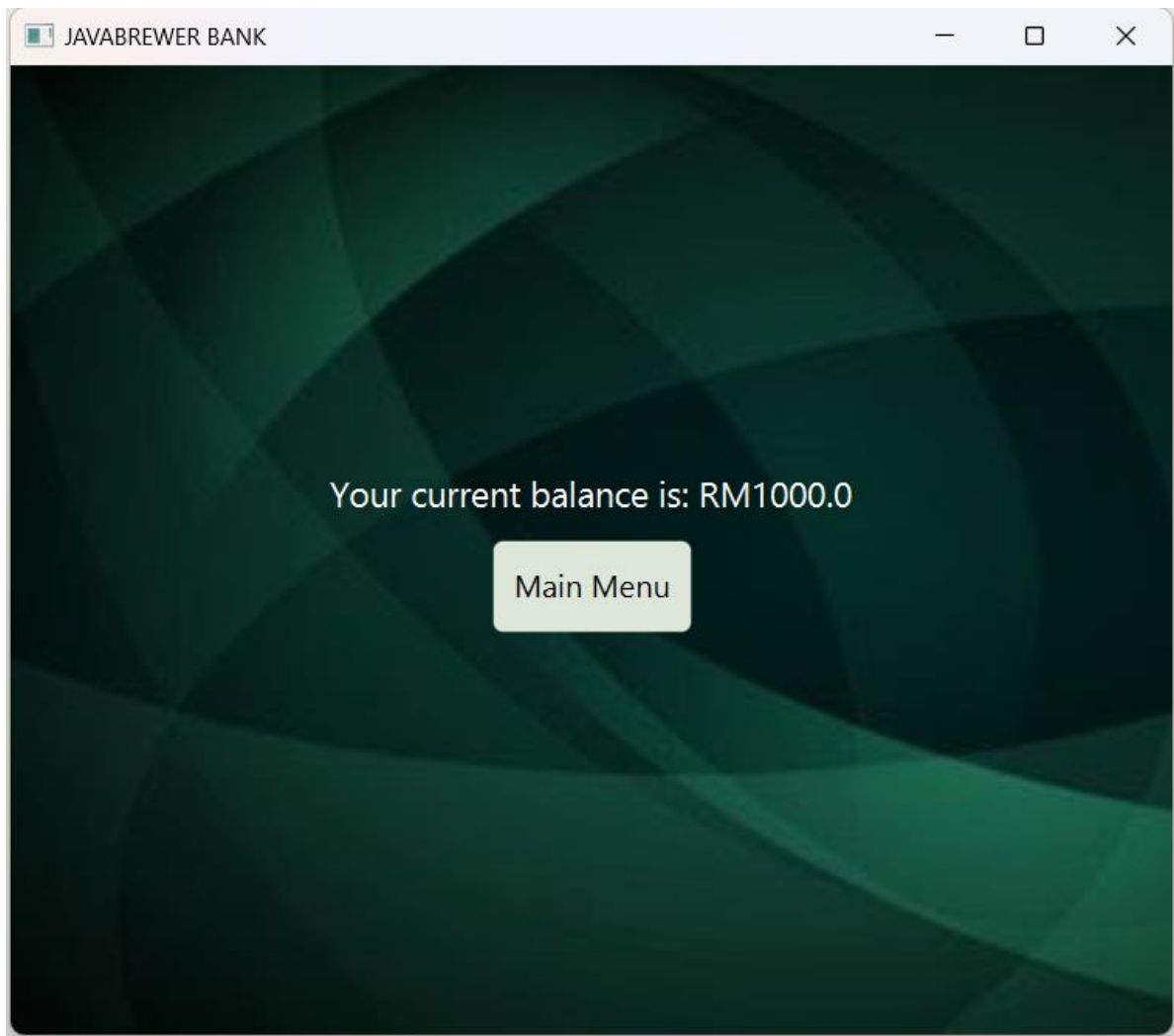
The login screen where users enter their 4-digit PIN to access their account.

2. Main Menu



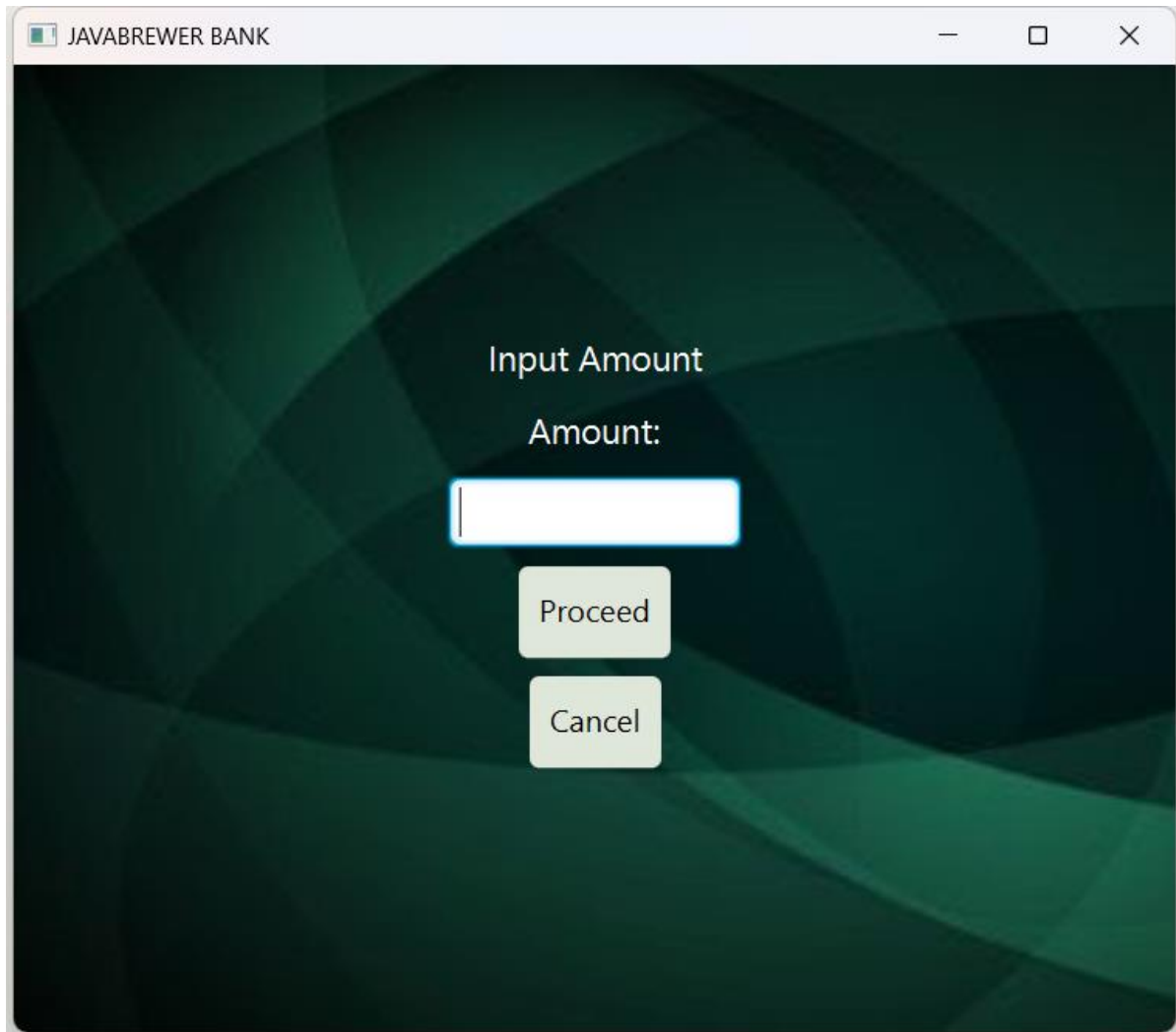
The main menu presents options for balance inquiry, cash withdrawal, and cash deposit.

3. Balance Inquiry



Screen displaying the current account balance.

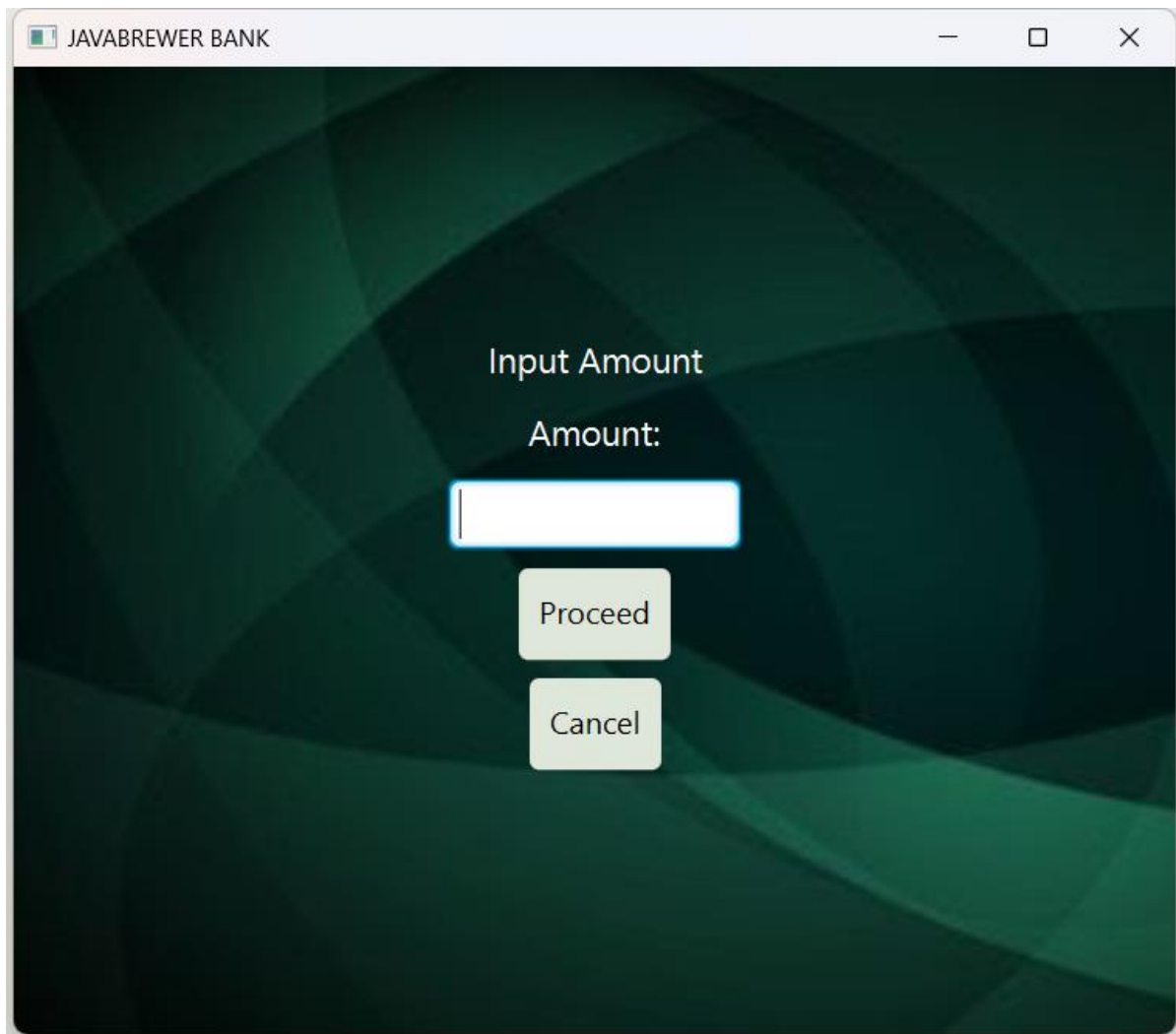
4. Cash Withdrawal



The screenshot shows a window titled "JAVABREWER BANK" with a dark green, abstract background. The text "Input Amount" is centered at the top. Below it, the label "Amount:" is followed by a white rectangular input field with a blue border. Underneath the input field are two light green buttons: "Proceed" and "Cancel", stacked vertically.

Screen for entering the amount to withdraw.

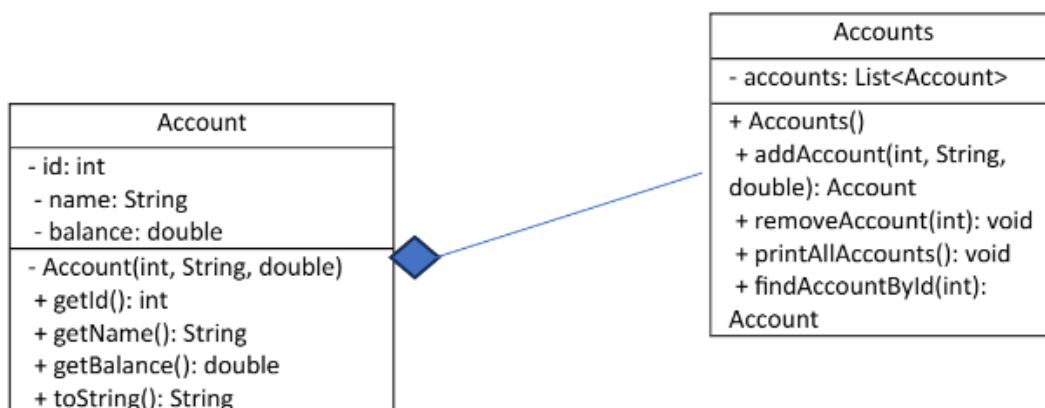
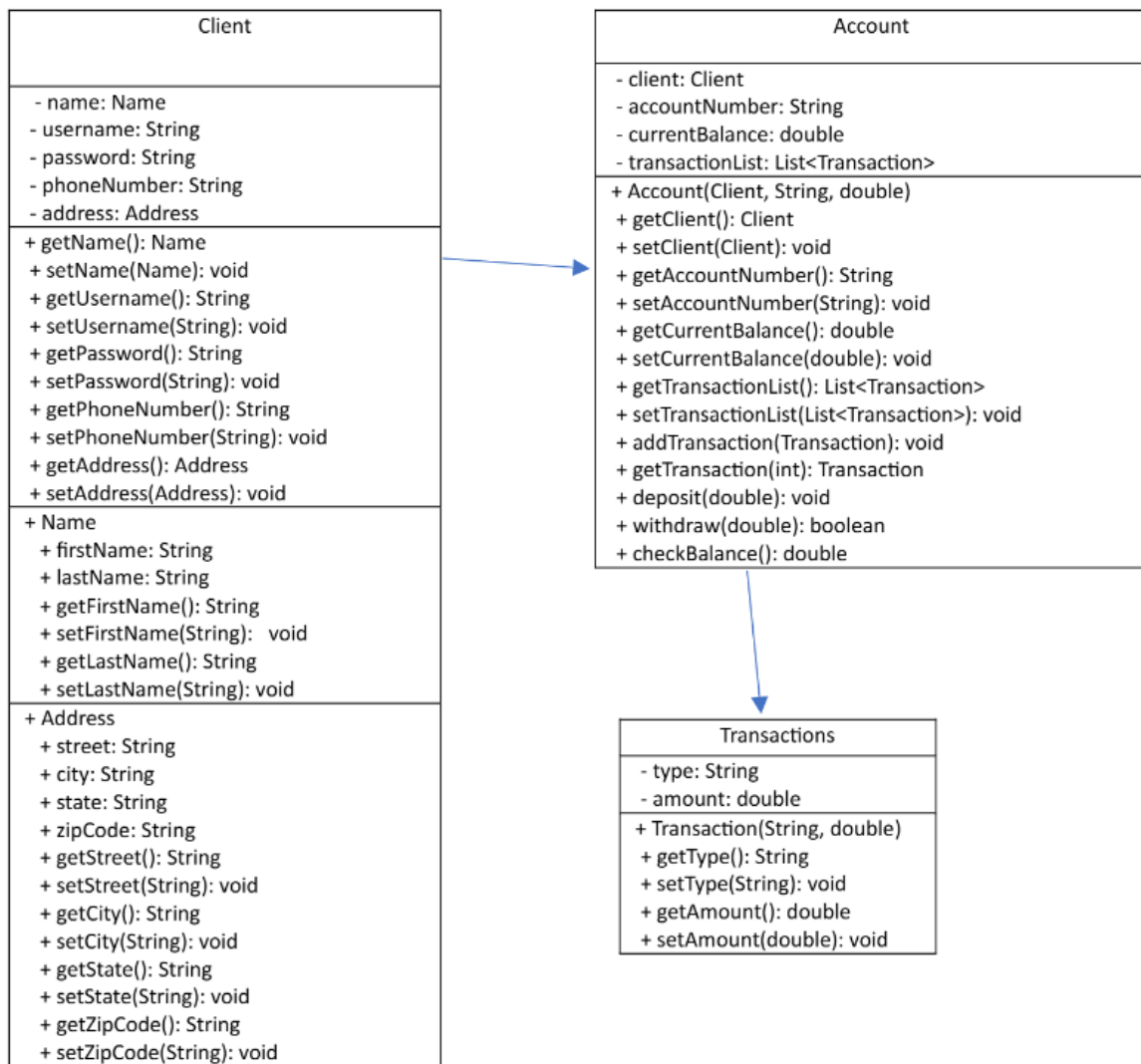
5. Cash Deposit

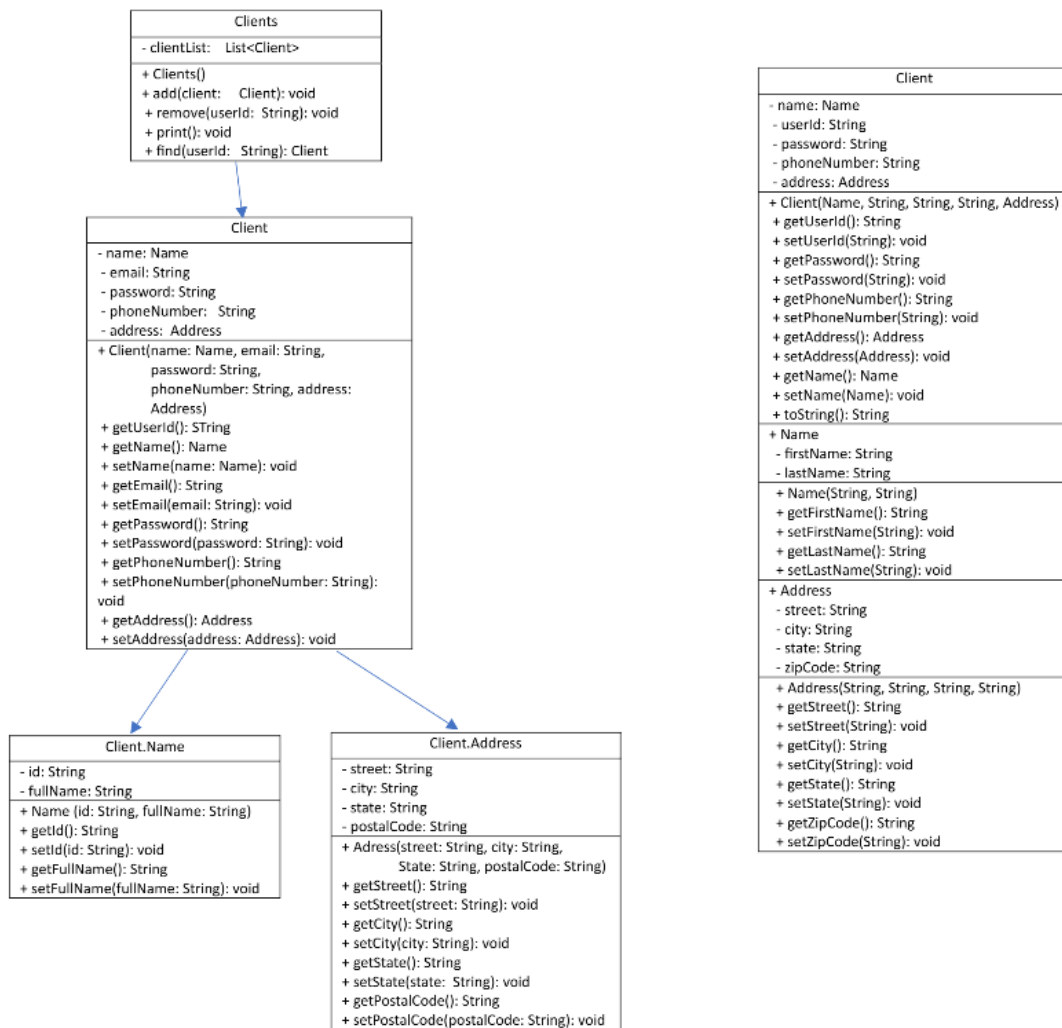


The screenshot shows a window titled "JAVABREWER BANK" with a dark green, abstract background. The text "Input Amount" is centered at the top. Below it, the label "Amount:" is followed by a white rectangular input field with a blue border. Underneath the input field are two buttons: "Proceed" and "Cancel", both with a light green gradient and rounded corners.

Screen for entering the amount to deposit.

UML Diagrams





Conclusion

The ATM Machine project using JavaFX successfully demonstrates the implementation of a graphical user interface for an ATM system. By utilizing JavaFX, the project provides an interactive and user-friendly experience, simulating real-world ATM functionalities. The UML diagrams provide a comprehensive understanding of the system's structure and interactions, ensuring clarity in the design and development process.