Practice 4-2

Automated Teller Machine(ATM)

Introduction

- Write an ATM Simulator that can withdraw NTD from the ATM.
- Users can select NTD = [1000, 3000, 5000, 10000, 20000, 30000] before withdrawing money.
- If the balance is insufficient to withdraw, the transaction is rejected with an auto "sign out".
- Warning: Do not use multi-form if you already knew it

Environment Setup

- Account password: 000000
- Account balance: 10,000 NTD
- Status:
 - Sign out: Disable all user controls except for txtPassword and btnLogin
 - Sign in: Enable all user controls except for txtPassword and btnLogin

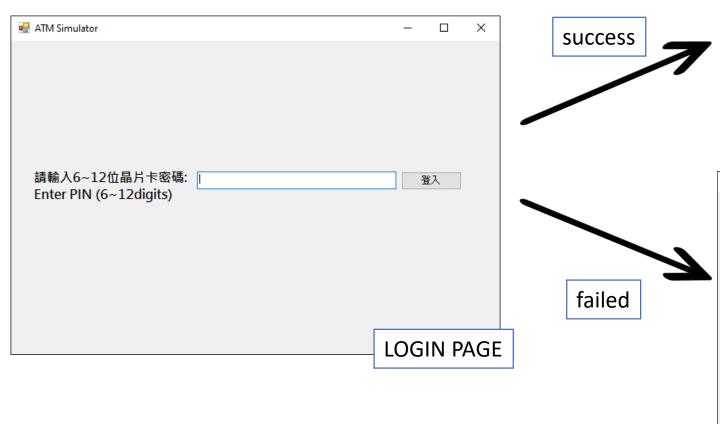
Procedure

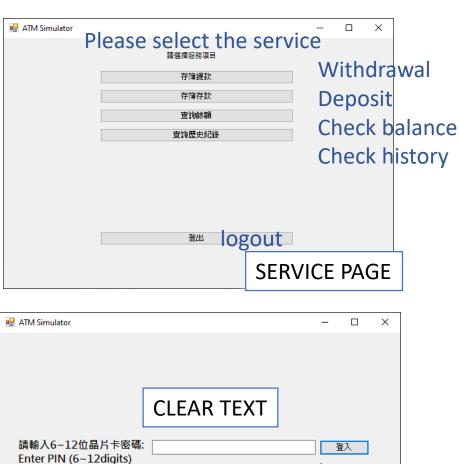
- Enter account password to sign in.
 - Correct password: Hide txtPassword, btnLogin and show other user controls
 - Incorrect password: Clear the text of txtPassword
 - Text of txtPassword should be "*"
- Select a service [Withdraw / Top-up / Check Balance / Check History], each of these services should show a log out button after user action.
 - Withdraw:
 - If the balance is **insufficient** to withdraw, the **transaction is rejected**,.
 - If the balance is sufficient, users can make their withdrawals, also record the withdrawals and remains to transaction history.
 - Top-up: Add the money to your account, also record the Top-up and remains to transaction history.
 - Check Balance: Show the account balance.
 - Check History: Show all transaction history.
- This simulator should be able to generate the action of continuous money withdrawal.
 - Startup: NTD\$10,000
 - 1st withdrawal: \$5,000 NTD, remain: \$5,000 NTD, log out, then log in for 2nd withdrawal
 - 2nd withdrawal: \$6,000 NTD (The transaction should be rejected due to insufficient balance.)

Hint

- Newline in Windows environment : "\r\n"
- Use a global label with += string to add transaction record.
- You only need to record the transaction in this program execution.(i.e. No file I/O needed)
- Warning: Do not use multi-form if you already knew it

Requirement GUI (Login)

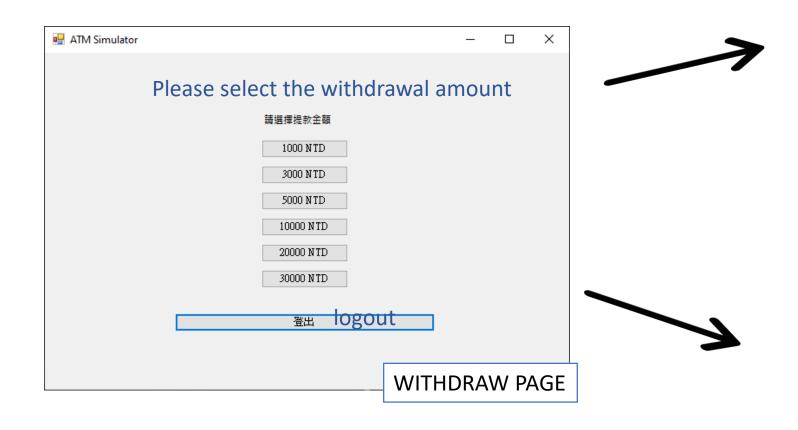




login

LOGIN PAGE

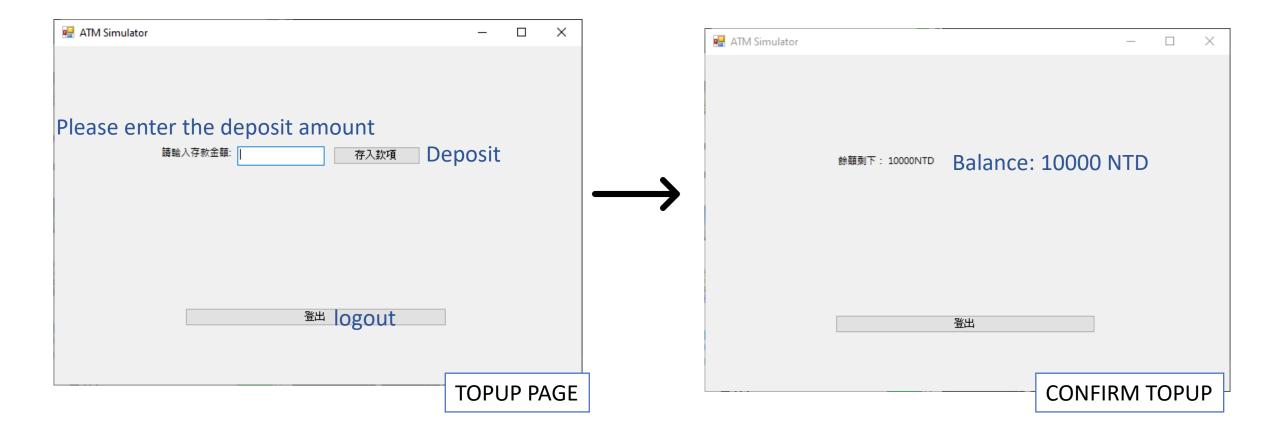
Requirement GUI (Withdraw)







Requirement GUI (Top-up)



Requirement GUI (Check Balance / History)

