PROJECT PROPOSAL

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PROPOSED TO

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PROJECT PROPOSAL

Intake & Section: 44 & 7

Project Title: ATM System

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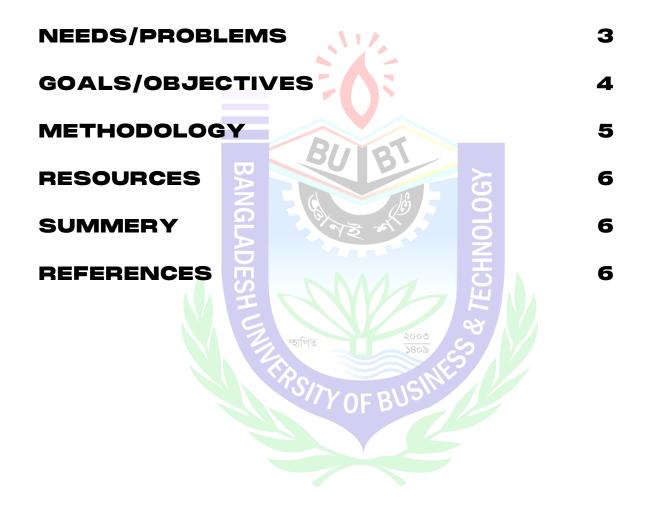
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Needs/Problems

The present world has a touch of modernity, the world is becoming more modern as the days go by. The banking system has also got a touch of modernity. At present, e-banking of the banking system has been introduced in all parts of the country and abroad. This system is being used to alleviate the suffering of the people. It is very easy for people to send money from one place to another, as well as helping people in their daily lives. This simple project will essentially create a simulation of an ATM within a Windows program. Just like an ATM, the program should have at least the following features:

- Checking whether an input such as an ATM card (a debit/credit card number) – is recorded correctly.
- Verifying the user by asking for a PIN.
- In case of negative verification, logging out the user.
- In case of positive verification, showing multiple options, including cash availability, the previous five transactions, and cash withdrawal.
- Giving the user the ability to withdraw up to \$1,000 worth of cash in one transaction, with total transactions limited to ten per day.
- Linked online banking systems (bKash to Card, Card to bKash, PayPal, Payoneer etc)

Goals/Objectives

Using an ATM, customers can access their bank deposit or credit accounts in order to make a variety of financial transactions, most notably cash withdrawals and balance checking, as well as transferring credit to and from mobile phones. ATMs can also be used to withdraw cash in a foreign country. If the currency being withdrawn from the ATM is different from that in which the bank account is denominated, the money will be converted at the financial institution's exchange rate. Customers are typically identified by inserting a plastic ATM card (or some other acceptable payment card) into the ATM, with authentication being by the customer entering a personal identification number (PIN), which must match the PIN stored in the chip on the card (if the card is so equipped), or in the issuing financial institution's database.

Methodology

- 1. **Admin panel:** This e-banking system requires an admin panel, as only a single admin can solve a customer's problem.
- 2. **User panel:** Here the user needs a user panel.
- 3. **Login system:** Customer here If he wants to enjoy the benefits of e-banking he must login to his account, then we need the login option here.
- 4. **Pin Change system:** A customer wants security of his account, so he can change the PIN of his account, so we need this method too.
- 5. **Withdrawal History:** A customer can see a history of how much money he has withdrawn. Then we also need this method of viewing.

Resources

We can complete this project if we have a computer, at least have Windows XP, must have XAMPP and C# compiler, because the banking system here will be completely based on database and C#.

Summary

This project has a user-friendly UI of an ATM machine. In this project, some functionalities are added than a regular ATM system. This will create a one-stop transaction system. Both international & local transactions can be made without any difficulties within some seconds.

References (if any)

- 1. Islami Banking System
- 2. Dutch Bangla Banking System
- 3. EBL banking System
- 4. Google.com