IJIRCCE

e-ISSN: 2320-9801 | p-ISSN: 2320-9798

INTERNATIONAL JOURNAL OF INNOVATIVE RESEARCH

IN COMPUTER & COMMUNICATION ENGINEERING

Volume 9, Issue 12, December 2021

INTERNATIONAL STANDARD SERIAL NUMBER INDIA

Impact Factor: 7.542

International Journal of Innovative Research in Computer and Communication Engineering

| e-ISSN: 2320-9801, p-ISSN: 2320-9798| www.ijircce.com | |Impact Factor: 7.542

|| Volume 9, Issue 12, December 2021 ||

| DOI: 10.15680/IJIRCCE.2021.0912010 |

ATM is Aware of State of Envelope Drawer

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Abstract: The ATM System is the project which is used to access their bank accounts in order to make cash withdrawals. Whenever the user need to make cash withdraws, they can enter their PIN number (personal identification number) and it will display the amount to be withdrawn in the form of 100's 500's and 1000's. Once their withdrawn was successful, the amount will be debited in their account. The ATM System is developed in Banet and back-end database as MS-Access. Banet is the one of the powerful version of Framework and object-oriented programming. Hence, we use this software in our project. The ATM will service one customer at a time. A customer will be required to enter ATM Card number, personal identification number (PIN) – both of which will be sent to the database for validation as part of each transaction. The customer will then be able to perform one or more transactions. Also, customer must be able to make a balance inquiry of any account linked to the card. The ATM will communicate each transaction to the database and obtain verification that it was allowed by the database. In the case of a cash withdrawal, a second message will be sent after the transaction has been physically completed (cash dispensed or envelope accepted). If the database determines that the customer's PIN is invalid, the customer will be required to reenter the PIN before a transaction can proceed. If a transaction fails for any reason other than an invalid PIN, the ATM will display an explanation of the problem, and will then ask the customer whether he/she wants to do another transaction. The ATM will provide the customer with a printed receipt for each successful transaction, showing the date, time, machine location, type of transaction, account(s), amount, and ending and available balance(s) of the affected account ("to" account for transfers).

I. INTRODUCTION

This project is to make an automated teller machine bank account with user account and password with that user able to withdraw deposit and view there account balance. This ATM database system allows users to perform various ATM transaction online and even change their password in case of any emergencies. Automated Teller Machine enables the clients of a bank to have access to their account without going to the bank. This is achieved only by development the application using online concepts. When the product is implemented, the user who uses this product will be able to see all the information and services provided by the ATM, when he enters the necessary option and arguments. The product also provides services like request for cheques, deposit cash and other advanced requirement of the user. The data is stored in the database and is retrieved whenever necessary. The implementation needs ATM machine hardware to operate or similar simulated conditions can also be used to successfully use the developed product.

To develop this ATM system the entire operation has been divided into the following step:
1. verification process
2. language, service and account selection
3. Banking services
4. Transactions
5. Special services

The program is designed in such a way that the user has to card and pin number. Once verified, he is provided a menu and he/she had to enter the option provided in the menu. For example, when the user wants to view the list of payment history than he/she had to enter the option for payment history provided in the main menu. When the option is entered alone with the respective argument,

- The user also must be given option to browse through the pages like previous page, next page, etc. The user may experience a delay in retrieving or viewing the data, when there are many users logged on to the same bank branch system.

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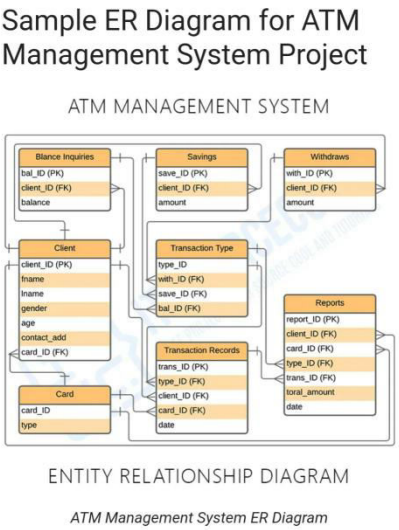

ATM Management System ER Diagram

II. LITERATURE SURVEY

This report attempts to understand the design of an automation teller machine (ATM) system, a device used customers to process card that is encoded with information on a magnetic strip. The strip contains an identification code that is transmitted to the bank's central computer by modern. To prevent unauthorized transaction, a personal identification number (PIN) must also be entered by the user using a keypad. The computer then permits the ATM to complete the transaction; most machines can dispense cash, accept deposits, transfer funds, and provide information on that a customer of one bank use an ATM of another for cash access. Some ATMs will also accepts credit cards for cash advances. The first ATM was installed in 1969 by chemical bank as its branch in Rockville center, New York. A customer using a coded card was dispensed a package containing a set sum of money.

Table Name: Client

Field	Description	Type	Length
client_ID (PK)	CLient ID	Int	11
fname	Client First Name	Varchar	255
lname	Client Last Name	Int	11
gender	Client Gender	Text	
age	Client Age	Int	11
contact_add	Contact Address	Int	11

Table Name: Card

Field	Description	Type	Length
card_ID (PK)	Card ID	Int	11
card_number	Card Number	Int	11

Table Name: Balance Inquiries

Field	Description	Type	Length
bal_ID (PK)	Balance ID	Int	11
client_ID (FK)	Client ID	Int	11
card_ID (FK)	Card ID	Int	11
balance	Remaining Balance	Int	11

Table Name: Withdraws

Field	Description	Type	Length
with_ID (PK)	Withdraws ID	Int	11
client_ID (FK)	Client ID	Int	11

III. PROPOSED METHODOLOGY AND DISCUSSION

Millions of times per day around the globe people are instantly withdrawing money at automatic teller machines (ATMs). Given the fast-pace of the world today, it is not surprising that the demand for access to quick cash is so immense. The power of ATMs would not be possible without secure connections. The final act of ATM dispending cash is the result of an amazingly fast burst of the customer never sees, but a trust is being done in a confidential manner.

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System Analysis:
Understand the problem before the system to create analysis model there is a tendency to rush to a solution, even before the problem is understood. Develop prototypes that enables user to understand how human/machine interaction will occur. Since the perception of the quality of software is often based on the perception of the "friendliness" of the interface prototyping is highly recommended. Record the origin of and the reason for every requirement. This is the first step-in establishing traceability back to the customer .

Use multiple views of requirements building data, functional and behavioral models provide the software engineer with three different views. This reduces the likelihood that something will be missed and increases the likelihood that inconsistency will be recognized.

IV. EXPERIMENTAL RESULTS WITH TABLES/GRAPHS/FIGURES

Use case Diagram: A use case diagram is a diagram which consists of set of usecases and actors enclosed by system boundary, and association between use cases and actors.
Use cases diagram especially important in organizing, modeling the behavior of the system.Use case is a set of scenarious tied together by a common user goal. A scenario is a sequence of steps describing the interaction between a user and system. Sequence Diagram: A sequence diagram is an easy way of describing the behavior of the system. A sequence diagram shows an interaction arranged in time sequence. It has two dimensions, the horizontal dimension represents the life of the object.

V. CONCLUSION AND FUTURESCOPE

The projader and ect on "ATM SYSTEM" has been developed as the best flexible and efficient project within the available resources and time. In Future We are Planning to add new feature like Finger Print Reader and Eye Detection System for Authentication of user Security purpose.
Care has been taken at each step to make it more user friendly so that users can add new features where ever necessary while using this aytomated system. It May be Enhanced for Requirement of user.

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INNO SPACE
SJIF Scientific Journal Impact Factor
Impact Factor: 7.542

doi cross ref

ISSN INTERNATIONAL STANDARD SERIAL NUMBER INDIA

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