CHAPTER 1

INTRODUCTION

As a result of industrial revolution and globalization, commercial transactions have been rapidly increased. However people realized that exchanging large amount of money is a risky task as a solution they started using banking facilities for money transactions. At present banks provide more interactive facilities for erective money transactions. However, unfortunately many problems related to bank trans-actions still remain. In developing countries these problems have become worse during last two decades researchers have applied information and communication technology concepts to solve banking problems.

Mobile based ATM is one of the newest approaches to the provision financial services through wireless network, which has been made possible by the widespread adoption of mobile phones even in developing countries. It involves the use of a mobile phone or any other mobile device to perform various financial transactions either directly with the recipient (micro-payments) or indirectly, via a client's bank account. The functional capabilities of mobile telephony have been rapid, and have extended usage well beyond classical (telephone calls and short messaging) applications. There is mounting evidence of positive financial, economic and social impact of those technologies all over the world. Additionally mobile based solutions can archive more coverage.

1.1 Statement of Problem and Solution

Now a day we are using ATM machine which has the usage of card to withdraw the money. This card is to be carried by the customer, if he or she wants to withdraw the money. But this project is aimed at using the ATM through the use of mobile. The customer has to just enter the respective mobile number in the ATM; the customer will then receive a message to enter the password and money to be withdrawn. After this reply sent by the customer the money is dispensed from the ATM.

1.2 Objective of Project.

An Automated Teller Machine (ATM) is a familiar and nowadays, quite a popular interface to a bank. It is becoming increasingly common to use an ATM as the main interface; to perform some of the most commonly used banking operations. An ATM machine is not a single device, but a collection of a few other devices. It has a display, a keypad as the main interface. A card reader is used to read information off the ATM card, issued to each account holder availing of the ATM facility. An ATM card can be used to perform transactions on one account only. But this ATM machine has some disadvantages like the customer should carry the ATM card and should know his/her correct password. This is the main drawback of using card based ATM machine .This projects aims at using the ATM machine by the control of mobile.