

LU03.L01 - Analysing an ATM with the IPO principle

I:

- Reader for the bank card
- Keypad, buttons (buttons)
- Touch screen

P:

- Hardware (processor, etc.)
- ATM software (PIN check, money transfer, etc.)
- Operating system

O:

- Reader for cash dispensing
- Screen
- Reader for the bank card for the return
- Printer for the receipt

From:

<https://wiki.bzz.ch/> - **BZZ - Modulwiki**

Permanent link:

<https://wiki.bzz.ch/en/modul/m286/learningunits/lu03/loesungen/bankomat>

Last update: **2025/01/10 13:25**

