

# LU03.L01 - Analysing an ATM with the EVA principle

## E:

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

## V:

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

## A:

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

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