

Programming Assignment #3A

An ATM-like Service Program

Your program should work like an ATM machine that will repeatedly serve the user according to the option the user selects until the user says he/she wants to quit the program.

Your program should set up a *while* loop for doing the following things repeatedly.

- 1) Display a menu of two options: (i) **Currency** (for providing the currency exchange service you did for Python programming#1C in [Lab #5](#)) and (ii) **Pay** (for providing the weekly-pay service you did for Python programming#2B in [Lab #8](#)).
- 2) Prompt the user to choose one of the options by entering the corresponding words ("**Currency**" or "**Pay**"), and your program should then read the user's input from the keyboard.
- 3) If the user input is the string "**Currency**", interact with the user as you did in Python programming#1C in [Lab #5](#) to provide the US-to-Tawan currency exchange service.
- 4) If the user input is the string "**Pay**", interact with the user as you did for Python programming#2B in [Lab #8](#) to provide the currency the weekly-pay service.
- 5) If the user's input string is neither "**Currency**" nor "**Pay**", display a message to tell the user it is an unknown option that the program cannot help.