BANKING PROJECT

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INTRODUCTION:

A **bank** is a financial intermediary that accepts deposits and channels those deposits into lending activities, either directly by loaning or indirectly through capital markets. A bank links customers that have capital deficits and customers with capital surpluses.

Banks borrow money by accepting funds deposited on current accounts, by accepting term deposits, and by issuing debt securities such as banknotes and bonds. Banks lend money by making advances to customers on current accounts, by making instalment loans, and by investing in marketable debt securities and other forms of money lending.

Our project provides an interface for the user to update accounts of the customers in a bank. It also automatically updates the account just after debit or credit is done from that account. This program automatically generates interest and adds it to the account balance. It provides a windows interface, like buttons are used to do various tasks performed by our program. It basically helps the user to perform all the tasks related to banking in a quick and efficient way.
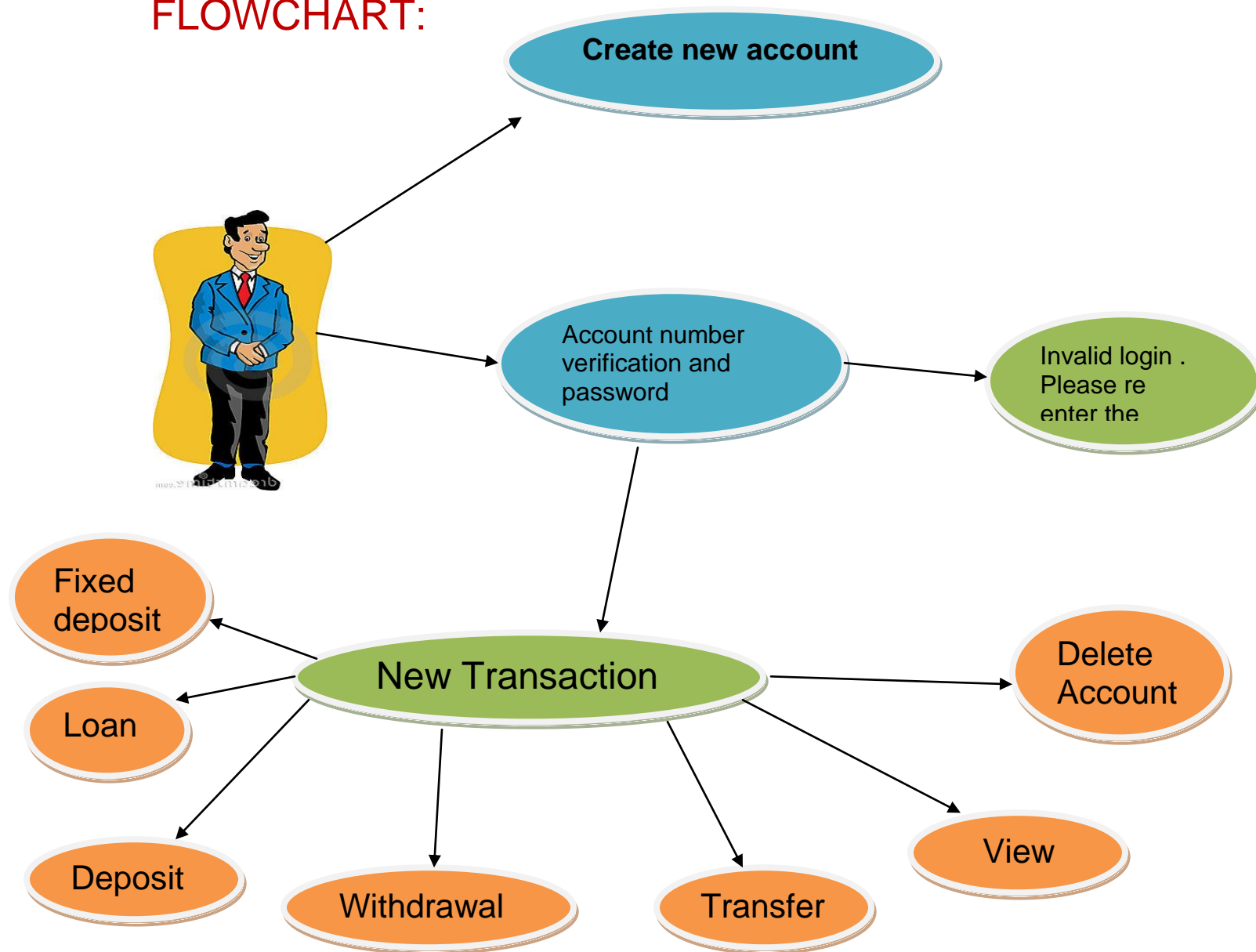
PURPOSE:

To create software that can be used by bank cashiers to perform various functions on account of a customer. Our program facilitates all most all the basic bank operations like:

1) Creating new account,

2) Modifying it,

3) Basic transactions,

4) Taking loans,

5) Creating fixed deposits,

6) Deleting account.

Our program also used modification with authentication i.e. it asks the user to input the correct information and if it is verified then it allows updating the file.

This can be explained by the following flow chart:

FLOWCHART:

Create new account

Account number verification and password

Invalid login . Please re enter the

New Transaction

Fixed deposit

Loan

Deposit

Withdrawal

Transfer

View

Delete Account

FEATURES:

- The special feature of our program is that it uses graphical interface to take inputs from the user, i.e., the user can perform different tasks by just clicking on the buttons on the canvas screen. It makes the program attractive and easy to use.
- Our program includes some good features like viewing all accounts on a single page, taking loans, creating fixed deposits, and modifying account information.
- It has all the basic features of banking like depositing and withdrawing money, transferring money from one account to another, viewing the account info, and deleting the account.
- The "creating new account" feature helps to create a new account for the customer after he fills the required form and then he is given the account number which he can use to log in his account. After logging in, he can use all the features the program provides.
- In case the user enters any wrong information our program outputs that incorrect information has been entered and asks the user to re-enter the information instead of terminating the complete program.
- Our program clears the console and the canvas screen from time to time wherever needed so that previous output is not repeatedly displayed on the screen and a fresh screen is displayed every time.
- Prompts are used everywhere when an input is taken so that a new user may easily understand what is the next field required by the compiler.
- Our program doesn't allow the customer to reduce his/her account balance below 1000 –the criterion followed by most of the real banks.

FUTURE APPLICATIONS:

Our project gives a basic program that can be implemented in the banks to perform simple tasks of banking such as creating an account, withdrawing or depositing money, transferring money, etc. it can be used on a small scale for very basic banking. Although, we have included the features like giving loans and creating fixed deposits and calculating interest on them, the more complex feature of giving interest on day to day basis to the customer can be included with a little more effort to make it even better. Overall, the program is good enough to be used for basic banking purposes.

CONCLUSION:

We had made a basic banking application project that is very easy to understand and user friendly. We have covered almost all the operations that have to be included in a basic banking system. We have provided the user many options including that of transactions, modification in an existing record, taking loans and creating fixed deposits .We have defined a constraint for minimum balance required to be kept in a running account and transaction validations required.

REFERENCES:

- www.wikipedia.com for getting what a SRS contains
- www.cplusplus.com for searching new functions which were not taught in the course such as goto,system("cls"),system("pause")
- www.stackoverflow.com for getting help on usage of various functions in c++.
- Book-Introduction to Problem Solving and Programming through C++ by Abhiram Ranade.
- Lecture videos on operations on files and using simplecpp for developing buttons from the link- http://www.cse.iitb.ac.in/~cs101/lecture-slides.html
- http://www.rapidtables.com/web/color/RGB_Color.htm for getting the RGB colour codes for different colours