



# PROJECT PRESENTATION

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# INTRODUCTION TO ELECTRICITY BILL CALCULATOR

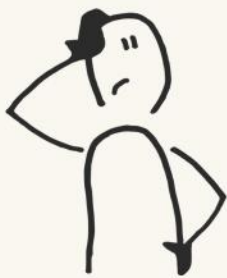
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OVERVIEW AND FEATURES



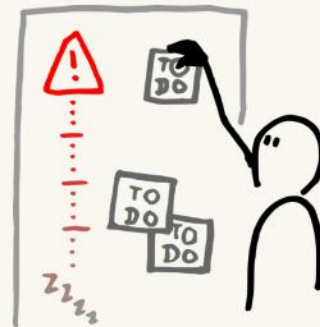
## INTRODUCTION

# Project Overview



### Problem

Automatic electricity bill calculator using tariff calculations.



### Solution

We designed an automated electricity bill calculator using C programming. It validates user input, applies slab-based tariff calculation, tracks outstanding dues with file handling, and displays a clear bill breakdown along with an ASCII usage graph for easy understanding.



### Why It Matters

it makes electricity billing accurate, transparent, and easy to understand. By automating tariff calculations, it reduces manual errors and helps consumers clearly see what they owe and why.

# GOALS

- Automate electricity bill calculation
- Validate user input
- Track outstanding dues
- Provide clear bill breakdown

- File Handling
- ASCII Graphical Display
- Apply tariff calculation

# METHODOLOGY

**1**

**Problem Identification → Need for automated electricity billing system**

**2**

**System Design → Structure (struct Bill) + modular functions**

**3**

**Implementation → Input validation, tariff calculation, file handling, ASCII graph**

**4**

**Testing → Checked with valid/invalid inputs, tariff slabs, outstanding dues**

**- Output → Clear bill breakdown + usage visualization**

**5**

**Documentation → Code comments, flowchart, report preparation**



## **TOOLS**

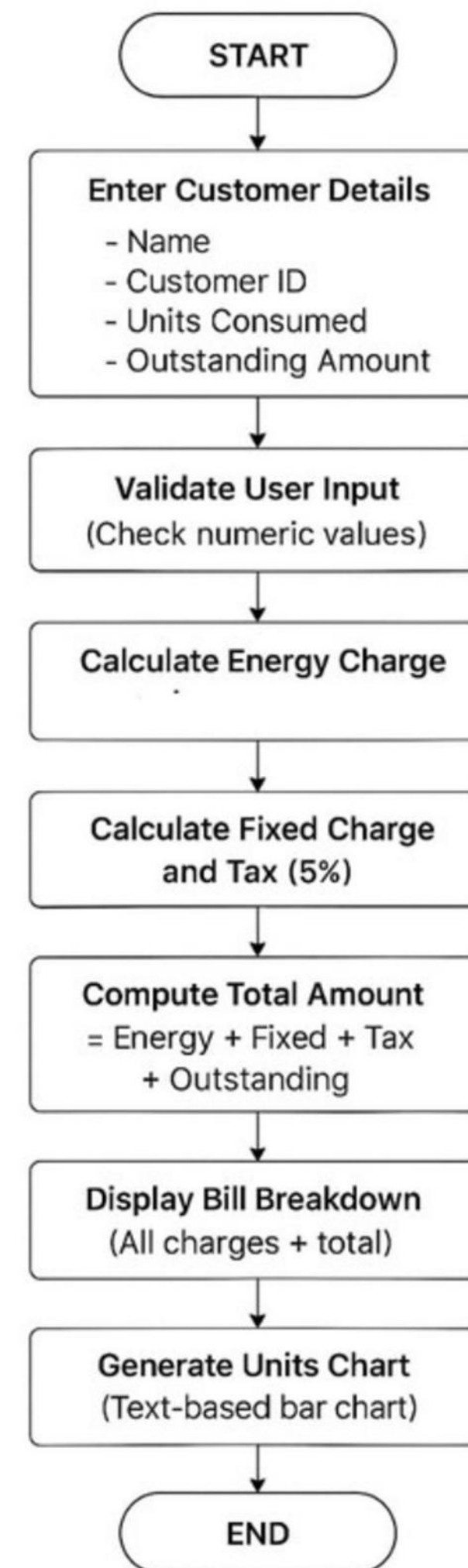
- **PROGRAMMING IN C**
- **INTEGRATED DEVELOPMENT ENVIRONMENT - CODE::BLOCKS**
- **COMPILER- GCC**
- **OPERATING SYSTEM - WINDOWS**

## **TECHNIQUES**

- **DATA STRUCTURES**
- **CONDITIONAL LOGICS**
- **FUNCTIONS**
- **LOOPS**
- **ARITHMETIC OPERATIONS**

# WORKFLOW

THIS DIAGRAM ILLUSTRATES THE  
COMPLETE BILLING PROCESS FROM INPUT  
TO OUTPUT WITH VALIDATION AND FILE  
HANDLING






# RESULT ANALYSIS


```
main.c
1 #include <stdio.h>
2 #include <stdlib.h>
3 #include <string.h>
4
5 // STEP 1: Structure to store bill details
6 struct Bill {
7     char customerName[50];
8     int customerID;
9     float units;
10    float outstanding;
11    float energyCharge;
12    float fixedCharge;
13    float tax;
14    float totalAmount;
15 };
16
17 // Function to calculate energy charge based on slabs
18 float calculateEnergyCharge(float units) {
19     float charge = 0;
20
```





```
21     if (units <= 100)
22         charge = units * 1.50;
23     else if (units <= 200)
24         charge = (100 * 1.50) + ((units - 100) * 2.00);
25     else
26         charge = (100 * 1.50) + (100 * 2.00) + ((units - 200) * 3.50);
27
28     return charge;
29 }
30
```

```
31 // Function to safely get integer input
32 int getValidatedInt(char *msg) {
33     int x;
34     while (1) {
35         printf("%s", msg);
36         if (scanf("%d", &x) == 1) return x;
37         else {
38             printf("Invalid input! Enter a valid number.\n");
39             fflush(stdin);
40         }
41     }
42 }
43
```







# OUTPUT



## Output

```
Enter Customer Name: elon
Enter Customer ID: 100
Enter Units Consumed: 200
Enter Outstanding Amount: 200
```

### ----- ELECTRICITY BILL -----

```
Customer Name      : elon
Customer ID        : 100
Units Consumed     : 200.00
```

```
Energy Charges     : 350.00
Fixed Charges      : 50.00
Tax (5%)           : 20.00
Outstanding Amt    : 200.00
```

```
-----
Total Payable      : 620.00
-----
```

### ----- Units Consumption Chart -----

20 units per bar

```
[ ##### ] 200.00 units|
```





# Process

1

**ADVANTAGES**

2

**DISADVANTAGES**

3

**LIMITATIONS**



# Conclusion

The electricity Bill Calculator project automates billing using C programming concepts like structures, functions, conditionals, loops, and file handling. It ensures accurate calculations, validates inputs, generates ASCII usage graphs, and stores bills for future reference. This project demonstrates practical application of programming fundamentals and provides a strong base for future enhancements such as GUI, database integration, and dynamic tariff updates.



**GUI  
INTEGRATION**

**ONLINE BILL  
PAYMENT  
STIMULATION**

**DYNAMIC  
TARIFF  
SYSTEM**



**UNIT TESTING  
AND ERROR  
LOG**

# **FUTURE FRAMEWORK**

**USER  
AUTHENTICATION**

**MOBILE AND  
WEB  
PORTABILITY**

**DATABASE  
INTEGRATION**

**ADVANCED  
DATA  
VISUALIZATION**

# REFERENCES

v Programming in ANSI C by E. Balagurusamy

v The C Programming Language by Brian W. Kernighan and Dennis M. Ritchie

v LET US C by Yashavant Kanetkar

v <https://youtu.be/0yxWwIac3tc?si=88XLA8NIrcbOUYDB>

v <https://youtu.be/DfBRMYE7Ofo?si=ZnK-SAPtUjiv2Mib>





**Thank You**