OOPS Hands on:

**Console based banking system**

## Key Features

01. Has seperate interfaces for Manager and Account Holder.

02. Incorporates both types of accounts (Current and Saving).

03. Follows object oriented concepts.

04. Uses datastructures to store data during the execution of program.

05. Filing is used to store and retrive data at end and start of the program respectively.

06. Manager can perform all operations (Create, Read, Update and Delete on both Current and Saving accounts).

07. An account holder can only access their account.

08. An account holder can have an ATM facility if they want.

09. Atm will allow account holder to withdraw and deposit facilty on their account.

10. A transaction report is generated for every transaction made by a user

## Explaination of classes made

01. Account An abstract class that is inherited by both type of accounts.

02. Current Account Inherited from the Account class with implementation of virtual functions.

03. Saving Account Inherited from the Account class with implementation of virtual functions.

04. Transaction A standalone class to store transactions ($50000 or 5 transactions are allowed per day).

05. ATM A standalone class to store info of users' ATM pins.

06. Accounts Files Handler Class composed in AccountManager to read and store data to files using data structures.

07. Input Output Handler Class that is used for console based interaction with the person interacting.

08. Account Manager Class with the implementation of all the functionality

09. Program Usual C# Program.cs class that contains the Main function