MONEY TRANSACTION

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

A MINIPROJECT REPORT

ON

MONEY TRANSACTION

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SECTION : A

USN : 1NH18CS001

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CHAPTER 1

INTRODUCTION

1.1 PROBLEM DEFINITION

In this project I am going to create a program for money transaction. From this I am going to create an account and also can deposit or withdraw the money and also can know the account information also. suppose if ATMs are not working this helps us to overcome the needy of the person, and sometimes through some online purchases the money will be deducted from the account, but we cannot know how the money was deducted. So by this program we can know the transaction information.

Now a days many online transactions are going on. So due to some server problem money will be deducted from the account but the receiver did not get any type of amount. So this type of problems also can overcome through this money transaction program. online bettings are also making by the people, so due to this some online bettings many transactions are failing i.e suppose the person sends the money will be debited for his account but the receiver could not get the amount from the receiver.

So all the problems can be overcome or can be resolved through the money transaction program. this helps us to know the current balance of the account holder, can deposit the money to the account you want to deposit.

1.2 OBJECTIVES:

The main objective of the money transaction is to improve the interaction between the money sender and the money receiver.

- It keeps the account secure and also make the transactions easier and can knew the account information.
- It solves the financial applications of a customer in banking environment in order to overcome the needs of the bank user.
- The objective of the program is an application for maintaining a persons account in a bank, and his transactions.

1.3METHODOLOGY:

In this project I am using data structures as a main topic to determine the account information, creation of account, deposit of money and withdraw of money.

An object is a many bundle of functions and procedures. In this program first I created an account by giving the information like account holder name, account holder address, account number. Now I have created an account and then I deposited some amount to that account by giving the account number , now the money was deposited successfully and then I went to the account information, there I checked the current balance. And then I withdraw some money from the same account by entering the account number, then it displayed that the money withdrawn was successful. And then I went to the account information, there I checked my current balance information, it displayed my current balance.

1.4 EXPECTED OUTCOMES

1.create account

2.diposit money

3.withdraw money

4.account information

Choose any one of the option : 1

Enter the account number : 123454

Enter the account holder name : rohan

Enter the bank name : axis

Enter the bank branch : Bangalore

your account was created successfully

choose any one of the option : 2

enter the account number you want to deposit the money : 12345

enter the amount you want to deposit : 200

you have successfully deposited the money

choose any one of the option : 3

enter the account number you want to withdraw the money : 12345

enter the amount you want to withdraw : 500

you have been successfully withdrawl the money

choose any one of the option : 4

enter the account number you want to know the account information : 12345

current balance in your account : 2300

1.5 HARDWARE REQUIREMENTS

Processor : Any processor above 500 mhz

Ram : 512

Hard disk : 10 GB

Input device : Standard keyboard and mouse

Output device : VGA and High Resolution Monitor

1.6 SOFTYWARE REQUIREMENTS

Operating system : windows XP

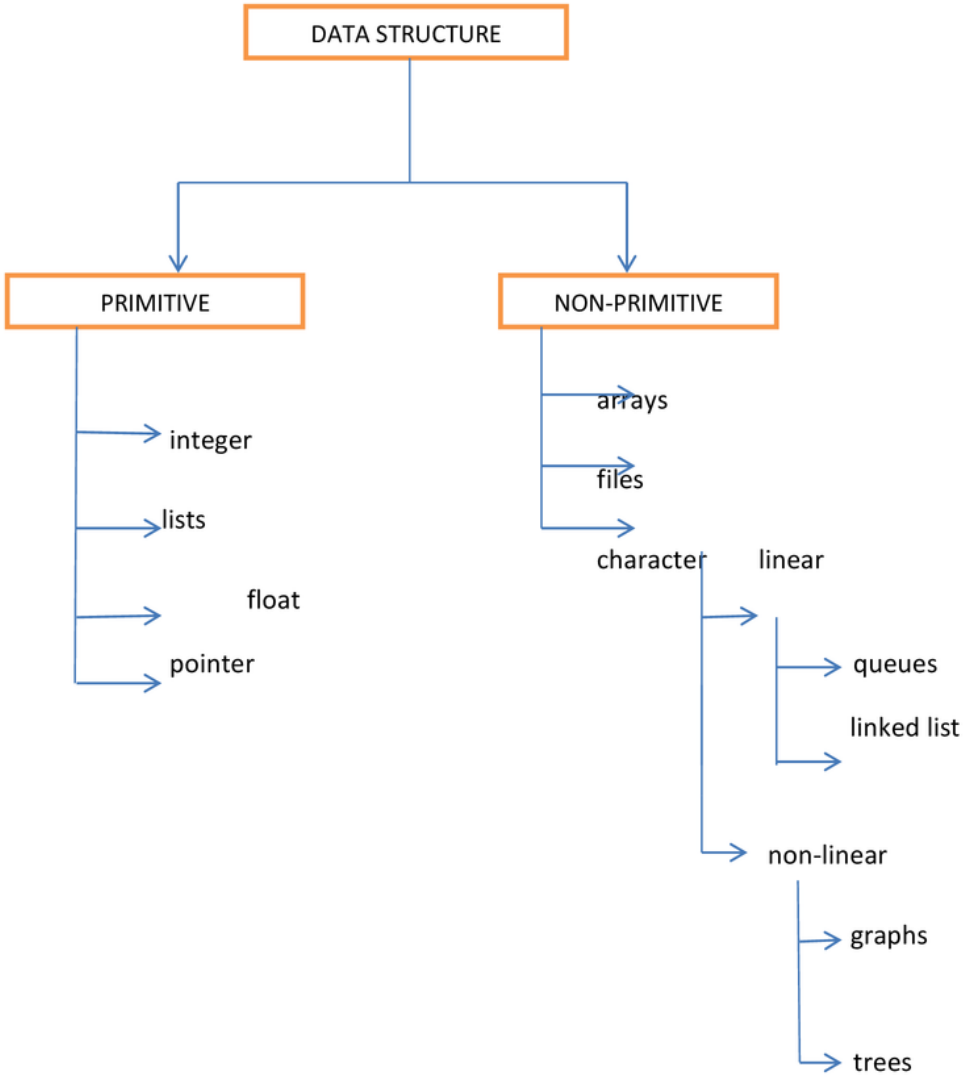
Front end : ASP.NET 2.0

Server : internet information service

CHAPTER – 2

DATA STRUCTURES

Data structure is used for storing data in a format.



Data structures are of two types :primitive data structures and non-primitive data structures.

Primitive data structures can be directly manipulated by machine instructions.

examples: 1.int

2.float

3.char

4.pointer

Non-primitive data structures can not be directly manipulated using machine instructions.

examples: 1.Arrays

2.lists

3.files

Lists are again classified into 1.Linear lists

2.Non-linear lists.

1.Linear list consists of: (a)Stack

(b)queues

(c)linked list.

2.Non-linear list consists of : (a)trees

(b)graph.

Memory is allocated to the nodes using dynamic memory allocation functions such as

malloc() , calloc(), realloc() and free().

1.malloc() : This function is used to allocate a complete single block of memory of the specified size. A pointer is used to store the address returned my malloc.

Syntax –

datatype*ptr=(datatype*)malloc(size)

2.calloc() : It is function which allocates a specified size of memory in multiple blocks of same size. Each block should be assigned to null. A pointer is used to store the address.

Syntax –

datatype*ptr=(datatype*)calloc(size, number of blocks)

3.realloc() : For reallocating the allocated memory this function is used. A pointer is used to store the address returned.

Syntax –

datatype*ptr=(datatype*)realloc(ptr,size)

4.free() : It is a function which is used to free the allocated memory.

Syntax –

free(pointer name)

STACKS

Stack is a data structure which is used for storing data. It follows last in first order (LIFO) Or stacks is first in last out (FILO) list.

2.3LINKED LIST

A linked list is a linear data structure , in which the elements are not sorted at contiguous memory locations ,a single linked list is linked list which has only one link .in a structure with different type of members in which atleast one node is pointing to itself is called self referential structure.

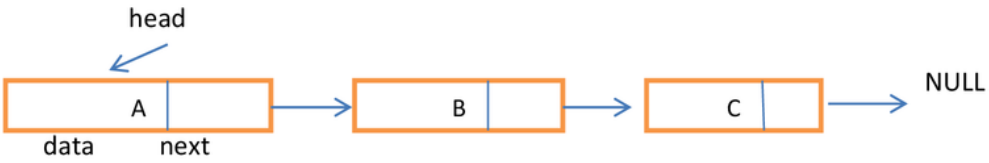
MAIN ADVANTAGES OF LINKEDLIST OVER ARRAYS IS :

1.Size of array is fixed ,we must know its upper limit in advance. But in linked list size is not fixed.

2.Insertion and deletion is easy compared to array.

3.No memory wastage will be there in linked list.

Structure of single linked list :



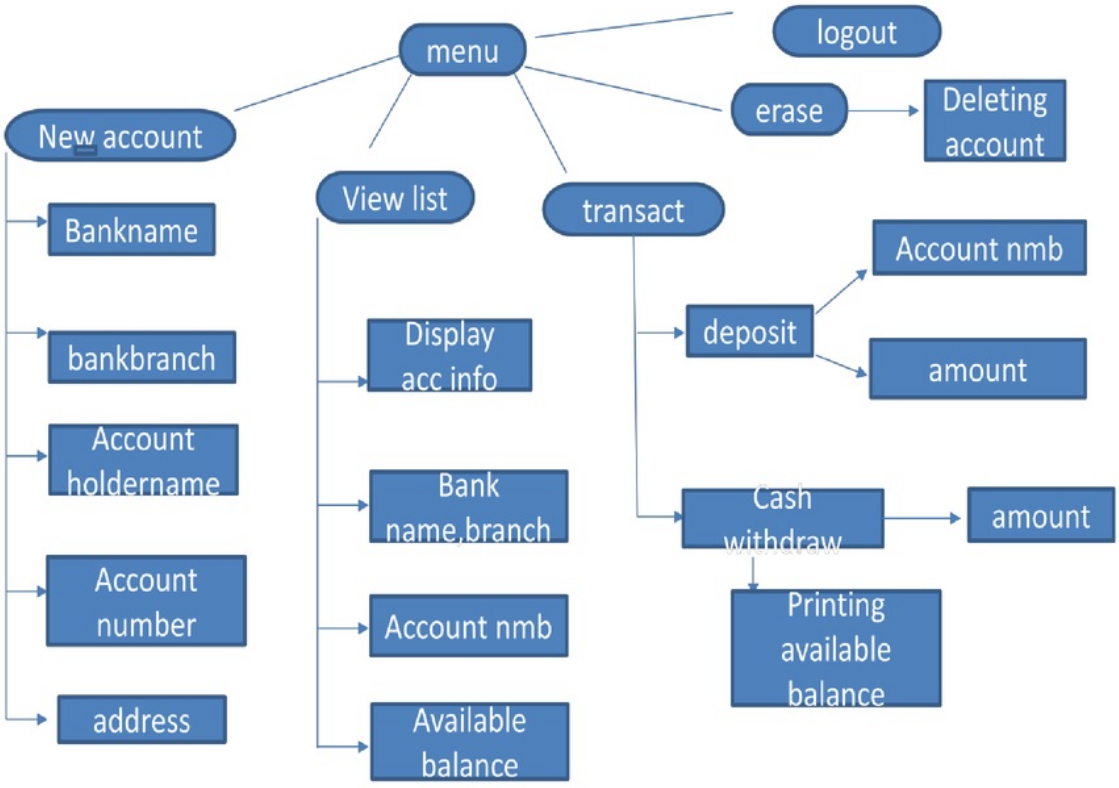
1.single linked list
 	
Struct list
 	
{
 	
Int data;
Structslist *ptr;
 	
}
	2.Double linked list
	structslist
	structdlist
	{
	
	int data;
	structdlist *prev;
	structdlist *next;
	
	}

CHAPTER 3

ALGORITHM

- Start
- Declare bank name, bank branch,account holder name,account number,account holder address and available balance.
- Declare create new account, cash deposit, cash withdrawl, account information, display options as a functions.
- Display option is shown above declared functions to choose accordingly.
- In create account read and print the bank name,branch,account number,account holder addressand available balance.
- In account information it will display the account information.
- In cash deposit read and display the account number to which you are going to deposit and add money.
- In cash withdrawl it will read and display the account number to withdraw the money and show available balance.
- And finally while checking the current bank balance, move into account information and enter your account number.
- Stop

FLOW CHART


menu
logout
erase
Deleting account
New account
View list
transact
Bankname
bankbranch
Account holdername
Account number
address
Display acc info
Bank name,branch
Account nmb
Available balance
Account nmb
deposit
amount
Cash withdraw
amount
Printing available balance

CHAPTER 4 :

IMPLEMENTATION

MODULE 1:

Creating a node to create an account, and we will create a new node to store the account details of the account holder. So we will ask the user to create account.

Inside the create loop we will ask the account holder name, account number, account holder address, mobile number, bank name and the bank branch.

After creating a new account if user wants to deposit a money, the control enters to the deposit loop and ask account number to the user. If user gives the correct account number then the we will send a successful confirmation number.

Module 2.

User using insertion function to create an account. In this function user is using string copy to create a account. and here in this we can deposit money by giving the account number as input. Suppose If we want to deposit some money in the account, we canThis deposit option. And this helps us to make money into our account easily.

Using this deposit option we can send money into our account. So by this it will be easy for the account holder to deposit the money. If we print the account number, then if it is correct, then the user gets a message that his money was successfully deposited.

Module 3:

user is using displayfunction to deposit money inaccountuser is using while loop and if else statement. we will declare one variable used to store the account number using while loop we wiil compare that variable will null.

If the controller comes to the while loop then the message will be received by the user that you are withdrawl amount is successful and the account balance is reduced.

Module4:

user is using with withdrawl function to withdraw money from the account by giving account number and the money he wants to withdraw.

```
while(tmp!=NULL)
{
    if(tmp->accnumber==accno)
    {
    printf("enter the the amount you want to withdraw");
    scanf("%f",&withdrawmoney);
    if(withdrawmoney >tmp->availablebalance)
      {
          printf("\n invalid amount\n");
      }
      else
      {
          tmp->availablebalance -=withdrawmoney;
```

```
            }
       }
          tmp=tmp->next;
     }
printf("you are  withdrawl is successfully\n");
}
```

MODULE 5:

user will uses main function which consist of switch statement .switch statement consist of four cases. here we will give four cases each case will be fixed with one option. first case is to createaccount, here the creation of account is done and then second case is deposit money, here the money can be deposited and the third case is to withdraw the money and the fourth case is to know the account information like the current balance in the account.

```
  switch(option)
    {
          case '1' : createnewaccount();
                     break;
          case '2' : cashdeposit();
                     break;
          case '3' : cashwithdrawl();
                     break;
          case '4' :accountinformation();
```

```
                    break;
          case '5' : return 0;
default :printf("wrong choice");
                    break;
    }
printf("1.continue 0.exit\n");
scanf("%d",&i);
  }
```

CHAPTER 5 :

Result

CASE 1 :

creating an account by giving the information of the account holder. we will take account number, account holder name, account holder address, bank name, bank branch as input and creates an account. Therefore the account was successfully created by giving all these inputs.

Case 2

Depositing money into user account, here the user will ask for the account number and then it will ask for to enter the amount you want to send. Thereby if you give the account number. It withdraws the amount.you will get a succeful message that you get a message.

Case 3:

Withdrawing money from the user account. Firstly it will ask for the user to give the account account number, if you give the account the account number then it will ask to enter the amount you want the withdraw. Then you will get a confirmation message that you have been successfully withdrawn the money.

Case 4:

Account information of the user account is show here,. First the account number will be asked by the user then if you give the account number then it will display the current balance in your account.

CHAPTER 6 :

CONCLUSION

This is a report that deals with money transaction of an user and his account information. Here in this program we can create an account and also we can deposit or withdraw the money from the account and thereby we can also know the account information like current balance in that account by giving the account number.

I am really thankful to my reviewer DR.Thirukkumaran R for helping me to complete this project. I have learnt many things about data structures especially linked lists through this project.

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C, the complete reference by Herbert schiidt

Websites :

www.google.com

Naresh technologies

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