**Algorithm for Transfer Function:**

1. Start
2. Initialization
   1. Initialize the contract
   2. Define a struct
   3. Define all the attributes required.
   4. Define a variable for total persons.
   5. Declare mapping of struct with an integer variable.
   6. Define an event.
3. Constructor
   1. Start the variable totalperson with 0.
4. Register Function
   1. Take above attributes as input.
   2. Increment totalperson variable
   3. Store the input for struct with the mapped variable with the incremented index of totalperson.
5. Transfer Function
   1. Take input as sender id, receiver id, and amount.
   2. Check the sender id is within the range of total persons.
   3. Check if the sender’s balance is sufficient.
   4. Deduct amount from sender’s balance and add the amount to receiver’s balance.
   5. Emit the transfer event.
6. Get person’s details function
   1. Take input as person id.
   2. Check that the person id is within the range of total person.
   3. Return the details to person of that id.
7. Stop.