Bank Management System in C with OpenGL

Overview

This project is a simple banking system developed in the C programming language using OpenGL for the graphical user interface. It simulates basic banking operations with a user-friendly graphical interface controlled through keyboard and mouse interactions.

Features

- User Registration

Create a new account by providing basic details.

- Login Authentication

Secure login for registered users.

- Balance Inquiry

View the current account balance.

- Deposit Money

Add funds to the user’s account.

- Withdraw Money

Withdraw funds with balance checks.

- Fund Transfer

Transfer money to another registered user.

Technologies Used

- C Programming Language

- OpenGL (GLUT)\*\* for GUI

- File Handling\*\* using `.dat` files to store and retrieve user information

How It Works

All user data (such as username, password, balance) is stored locally in `.dat` files. The interface includes buttons and menus rendered using OpenGL, enabling users to interact with the system via mouse clicks and keyboard inputs.

How to Run

1. Ensure you have a C compiler and OpenGL/GLUT libraries installed.

2. Compile the project using a compiler like `gcc`:

Future Improvements

- Add encryption for stored user data

- Improve UI/UX design

- Add support for transaction history

- Port to modern GUI frameworks (e.g., Qt)