

Layers:

```
Application

    application.c

    application.h

Data_Bases
    Data
    File_Handling
       file_handling.c
     file_handling.h
      list.c
      — list.h
       - queue.c
       - queue.h
       stack.c
        - stack.h
Payment_System
        - card.c
        - card.h
        server.c
        server.h

    terminal.c

        - terminal.h
```

How The code flows:

