MINI PROJECT PRESENTATION
OBJECT ORIENTED PROGRAMMING (CS3C023)

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BANK RECORD PROGRAM

We are going to show the deposit amount in an account , if a person withdraw the amount so it will display the withdrawal amount, and to display the whole information of the account of a given number.

WHAT IS A BANK ACCOUNT?

A bank account is a financial account maintained by a bank or other financial institution in which the financial transaction between the bank and a customer are recorded. Each financial institution sets the terms and conditions for each type of account it offers, which are classified in commonly understood types, such as deposit accounts, credit card accounts, current accounts   or many other types of account. A customer may have more than one account. Once an account is opened, funds entrusted by the customer to the financial institution on deposit are recorded in the account designated by the customer.

WHAT IS A BANKING RECORD?

The bank account record stores all bank account information you need to track and manage, such as account and routing numbers, current and minimum balance, bank details, adjustment categories, as well as any notes you want to associate with the bank account .We can use the bank record to keep track of our bank activity, reconciliations and how the bank account is performing .To view the bank record go to Banking then click the required bank account.

INTRODUCTION OF THE PROJECT

▶ Bank record system can keep the information of account type, account opening form, deposit, and searching the transaction, transaction report, individual account opening form, group account as a record.

▶ It displays records of transaction reports, statistical summary of account type.

▶ This helps to provide the flexible solution to the user.

▶ It is fast, efficient and reliable.

▶ Easy accessibility of data and avoids data redundancy and inconsistency.

OBJECTIVES

The researcher aims to create or develop a system that is capable and reliable in the whole record about the customer, retrieving and storing data in an appropriate way .

The **Banking Record System** serves the following objectives:

- Provide a database that will store information.
- Develop a system that will lessen process delay in terms of customer's record.
- Make an easy to use environment for users and customers.
- Provides a convenient solution of record pattern.
- Add and maintain new entered category of records.
- Add and maintain customer details.
- Search the customer using numbers of existing record
- Show the details of record from files.
- Show the details of programmer after exit.

Introduction to C++

▶ Compiled type language

▶ C++ is machine independent .

▶ Speedy executions are possible in C++.

▶ Object Oriented with support for classes and objects .

▶ Supports pointers which then leads to direct memory access .

▶ Case insensitive.

▶ Used in many gaming applications (eg:FIFA)

▶ First choice in programming competitions because of speed and easier less complex syntax.

APPLICATIONS:

▶ Operating system development –Ubuntu ,Windows.

▶ Web browser Development – Chrome, Firefox.

Syntax of C++:

▶ **Various components in a C++ program:**

#include <iostream>

using namespace std;

int main() {

cout<< "hello world" ;

return 0;

}

Let us look at the various parts of the above program −

▶ The C++ language defines several headers, which contain information that is either necessary or useful to your program. For this program, the header <iostream> is needed.

▶ The line using namespace std; tells the compiler to use the std namespace. Namespaces are a relatively recent addition to C++.

▶ The line int main() is the main function where program execution begins.

▶ The next line cout << "Hello World"; causes the message "Hello World" to be displayed on the screen.

▶ The next line return 0; terminates main( )function and causes it to return the value 0 to the calling process.

C++ Classes and Objects

The main purpose of C++ programming is to add object orientation to the C programming language and classes are the central feature of C++ that supports object-oriented programming and are often called user-defined types.

A class is used to specify the form of an object and it combines data representation and methods for manipulating that data into one neat package. The data and functions within a class are called members of the class.

C++ Class Definition:

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When you define a class, you define a blueprint for a data type. This doesn't actually define any data, but it does define what the class name means, that is, what an object of the class will consist of and what operations can be performed on such an object.

A class definition starts with the keyword **class** followed by the class name; and the class body, enclosed by a pair of curly braces. A class definition must be followed either by a semicolon or a list of declarations.

The keyword **public** determines the access attributes of the members of the class that follows it. A public member can be accessed from outside the class anywhere within the scope of the class object.

C++ OBJECT Definition:

A class provides the blueprints for objects, so basically an object is created from a class. We declare objects of a class with exactly the same sort of declaration that we declare variables of basic types.

CLASS

- Code of an object can be made user define data type with the help of a class.

- Objects are variable of type class.

- We can create any number of objects in class.

- Class is collection of objects of similar datatype.

- For example: mango , orange , apple are members of class fruit.

GLOBAL CLASS

- A class defined outside all method is called global class.

- Its objects can be made anywhere.

- The components with PRIVATE visibility are only accessible in this class.

LOCAL CLASS

- It is defined within a function body.

- Objects of local class is local to the function scope.

- Visibility of all components can be set to PUBLIC.

OBJECTS

A class provides the blueprints for objects, so basically an object is created from a class. We declare objects of a class with exactly the same sort of declaration that we declare variables of basic types.

- Object are basic building block for designing a program .
- An object is a collection of data numbers and associated member functions.
- An object may represent a person, place or a table of data.
- Each data is identified by a unique name.
- Each object must be a member of a particular class
- Example : iphone 13,Samsung z fold are a object of mobile class
- When a program is executed , the objects interact by sending messages to one another.
- For e.g. if "customer" and "account" are two objects in a program ,then the customer object may send a message to the account object requesting for the bank balance.
- Each object contains data and code to manipulate the data.

SCOPE RESOLUTION OPERATOR:: (C++ only)

The :: (scope resolution) operator is **used to qualify hidden names so that** you can still use them. You can use the unary scope operator if a namespace scope or global scope name is hidden by an explicit declaration of the same name in a block or class.