

Banking Application Documentation(Python-TKinter)

Overview:

This document provides a comprehensive overview of the key functions and graphical user interface (GUI) components utilized in the Banking Application developed using Python's tkinter library. The application empowers users to register, log in, check personal details, deposit, and withdraw money.

Functions:

- 1.`finish_reg()`: This function finalizes the registration process by collecting user details (name, age, gender, password), verifying the absence of existing accounts, and creating a new account file if the user is not already registered.
- 2.`register()`: The `register()` function establishes the registration screen, featuring labels and entry widgets for users to provide their details. It also manages the registration button's click event.
3. `withdraw()`: This function enables users to withdraw money. It generates a screen with labels and entry widgets for specifying the withdrawal amount.
4. `deposit()`: Similar to `withdraw()`, this function permits users to deposit money. It creates a screen for depositing funds.
- 5.`finish_deposit()`: Handles the deposit transaction, updating the user's balance after a successful deposit.
- 6.`finish_withdraw()`: Manages the withdrawal transaction, updating the user's balance after a successful withdrawal.
- 7.`personal_details()`: Presents the user's personal information, including name, age, gender, and balance.
- 8.`login_session()`: Manages the user's login session, validates credentials, and guides users to the account dashboard.
- 9.`login()`: Establishes the login screen with labels and entry widgets for user login, handling the login button's click event.

TKINTER LABELS:

- Labels serve to display text or images on the GUI.
- In this application, labels are employed for displaying headings, messages, and user information, such as "Account Dashboard," "Welcome [username]," "Current Balance," and more.

TKINTER ENTRY WIDGETS:

- Entry widgets are employed for collecting user input, encompassing text or numerical data.
- In this application, entry widgets find use in registration, login, deposit, and withdrawal screens, enabling users to input details like name, age, gender, password, withdrawal/deposit amounts, and others.

TKINTER BUTTONS:

- Buttons are interactive GUI components that trigger actions upon clicking.
- In this application, buttons are leveraged for various operations, including registration, login, deposit, withdrawal, and navigation to personal details. These buttons feature labels like "Register," "Login," "Finish," "Personal Details," "Deposit," and "Withdrawal."