**Description of each module:**

**1.** **User Interface Module**: This module provides a graphical user interface (GUI) for users to interact with the system. It includes features such as login, bill viewing, payment options, and transaction history.

**2. Payment Processing Module**: This module handles the actual payment processing. It integrates with payment gateways or third-party payment processors to securely process the payment transactions initiated by users.

**3. Billing Information Module**: This module manages the billing information, including customer details, meter readings, and billing calculations. It retrieves the current bill amount and generates bills for users based on their electricity consumption.

**4. Database Management Module**: This module is responsible for managing the system's database. It stores and retrieves user data, transaction records, billing information, and other relevant data required by the system.

**5. Communication Module**: This module handles the communication between the controller and external systems, such as the electricity provider's servers or APIs. It facilitates data exchange, updates, and synchronization between the Anytime Electricity Bill Payment Controller and the electricity provider's infrastructure.

The user interacts with the system through the User Interface Module, which communicates with the Controller. The Controller coordinates the flow of data and interactions between different modules. It receives user requests from the User Interface Module, processes them using the Payment Processing Module, retrieves billing information from the Billing Information Module, manages data storage and retrieval using the Database Management Module, and communicates with external systems via the Communication Module.

This block diagram represents a high-level overview of the Anytime Electricity Bill Payment Controller's functionality and module interactions. The actual implementation may vary based on specific system requirements and technological considerations.