

# BANKING MANAGEMENT SYSTEM(BMS)

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# Login System in C

This presentation covers the implementation of a secure login system in C, designed to simulate a basic authentication process using account data stored in text files.



# Initial Setup and User Input

## Clear Screen & Beep

`clear_screen();` clears the terminal

`Beep(1000, 750);` for audio feedback

## User Prompt

Requests account number & password

Buffer cleared of extra characters

# File System Search

- 1 Open Directory: Uses `opendir(".")` to access current directory
- 2 Iterate Files: Checks for `.txt` extension
- 3 Binary Mode: Opens file in `rb` mode



# Data Retrieval

1

## Read Structure

Reads `BankAccount` struct

2

## Compare Credentials

Matches account/password with input



# Successful Login



## Match Found

Filename stored in  
`logged_in_user_file`.



## Close Directory

Directory closed



## Return Value

Returns `1`  
indicating success

# Failed Login

1

No Match  
No matching account found

---

2

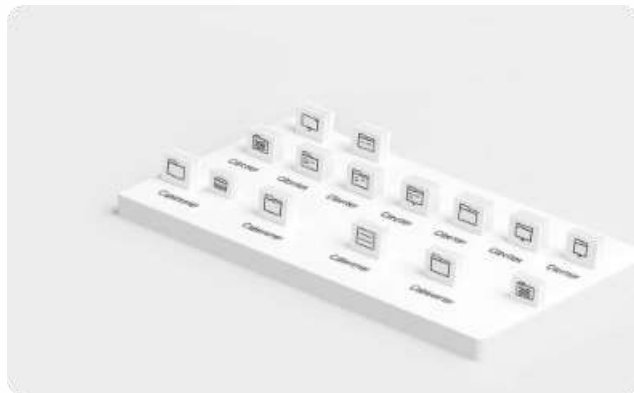
Directory Closed

# System Overview



## Input

User provides credentials.



## Search

File system is searched for matching accounts.



## Verify

Account details are verified for access.



## Access

System grants or denies access.



# Account Management System in C

This presentation outlines the core components of a basic account management system implemented in C. It covers account number generation, user input validation, and secure data storage.

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## Account Creation Process



# Unique Account Number Generation

## Random Generation

The `generateAccountNumber()` function creates an 8-digit random number.

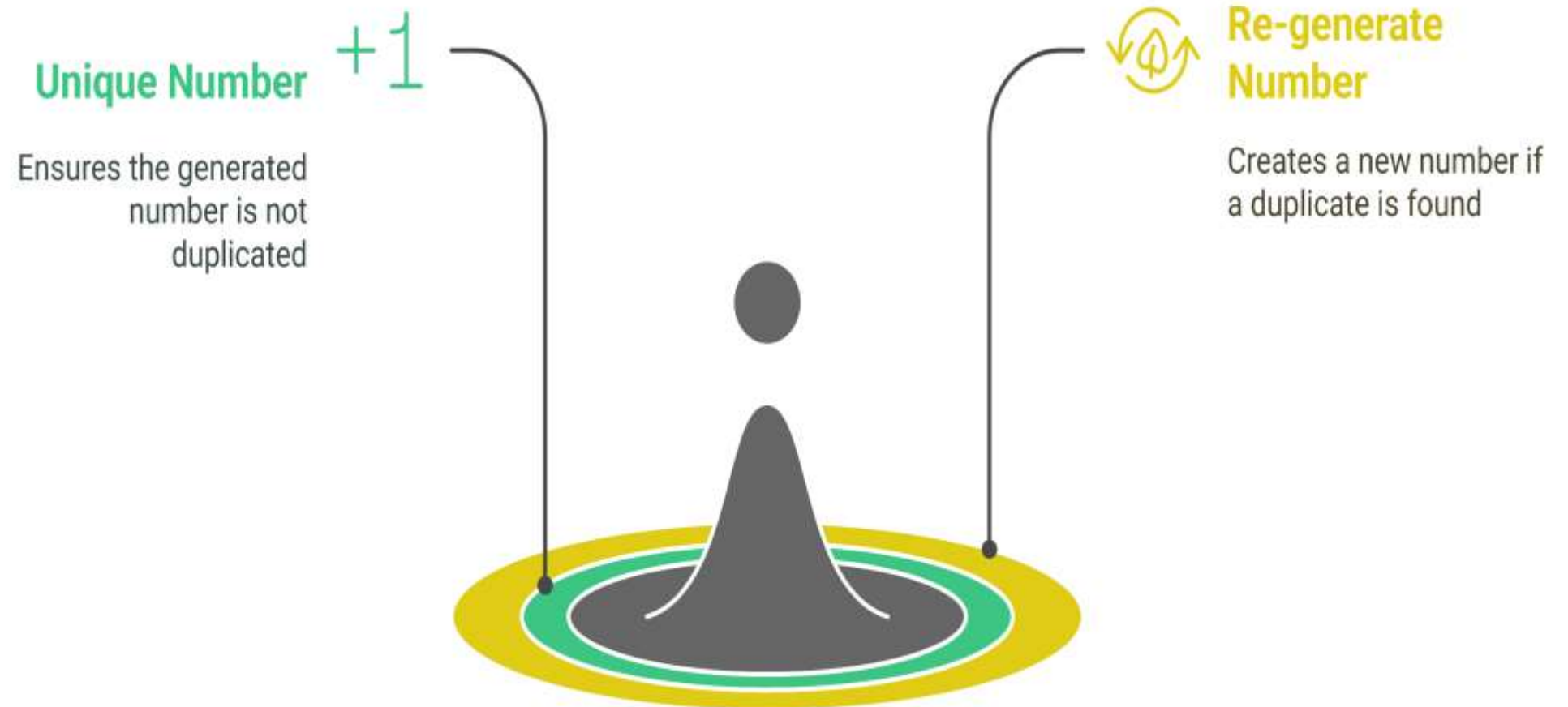
## Uniqueness Check

`accountNumberExists()` scans `.txt` files to ensure the number is unique.

## Re-generation

If the account number already exists, a new one is made.

## Account Number Generation Process



# User Input for Account Creation

A mockup of a login form on a dark gray background. The word "Login" is centered at the top in a yellow-green font. Below it are two input fields: the first is labeled "Username" and has a small 'X' icon on the right; the second is labeled "P" followed by ten dots, indicating a password field.

1

## Username

The user enters a desired username for the account.

2

## Password

The user creates a password with a minimum length of 8.

3

## Confirmation

Password re-entry ensures accuracy and prevents errors.



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# Password Validation

## 1 Minimum Length

The password must be at least 8 characters long for security.

## 2 Confirmation

The system verifies that both entered passwords match exactly.

## 3 Re-entry Prompt

Users are prompted to fix mismatches or length issues.(Passwords do not match. Please try again)

# Miscellaneous Functions

`clear_screen()`

Clears the console screen for a clean interface.

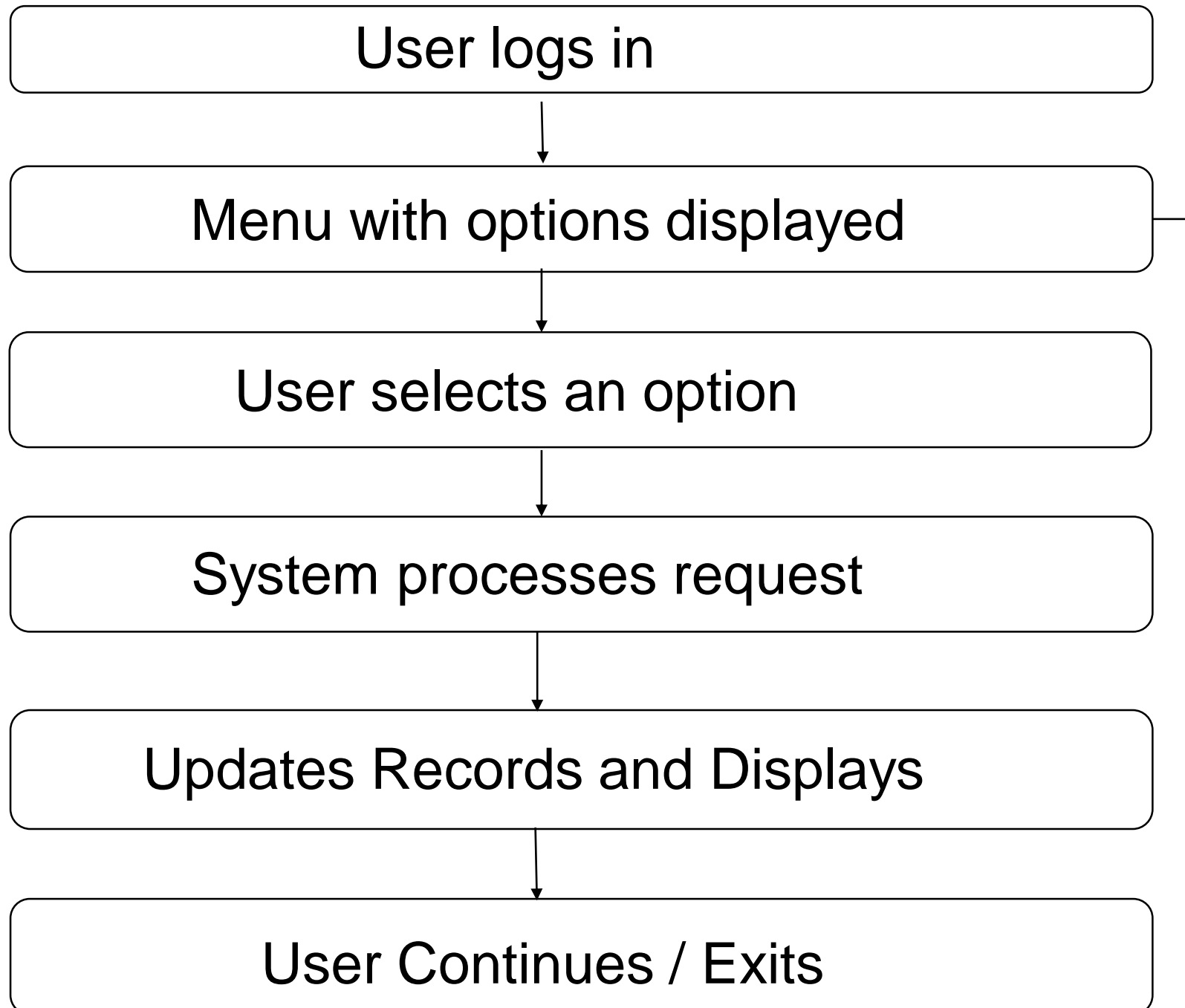
`Beep(1000, 750)`

Produces an audible beep upon program start.

# Introduction

- Overview of the User module in Money Laundry Banking System
- Handles all user interactions related to account management
- Key functionalities: View, Deposit, Withdraw, Transfer, Delete Account

# User Interaction Flow



```
Welcome YOHAN LIBERTO

Press 1 to view your account details      :
Press 2 to deposit amount to your account :
Press 3 to withdraw amount from your account :
Press 4 to transfer sum to another account :
Press 5 to delete account                  :
Press 6 to exit                            :

Enter your choice                          : █
```



# Code Structure

- **neo\_user()**: Main function handling user interactions.
- **account\_details()**: Displays account details.
- **adding\_balance()**: Allows users to deposit money.
- **withdraw\_balance()**: Withdraws funds from the account.
- **transfer\_balance()**: Transfers funds to another account.
- **delete\_account()**: Deletes an account after confirmation.

```
void account_details(BankAccount *);  
void adding_balance(BankAccount *);  
void withdraw_balance(BankAccount *);  
void transfer_balance(BankAccount *, BankAccount *);  
int delete_account(BankAccount *);  
void neo_user();
```

# Overview of neo\_user() Function:

- Provides main menu for user interaction.
- Reads user data from logged\_in\_user\_file.
- Presents options: details, deposit, withdraw, transfer, delete, exit.
- Uses a while loop for continuous menu display.
- Input validation for valid choice selection.

Sample:



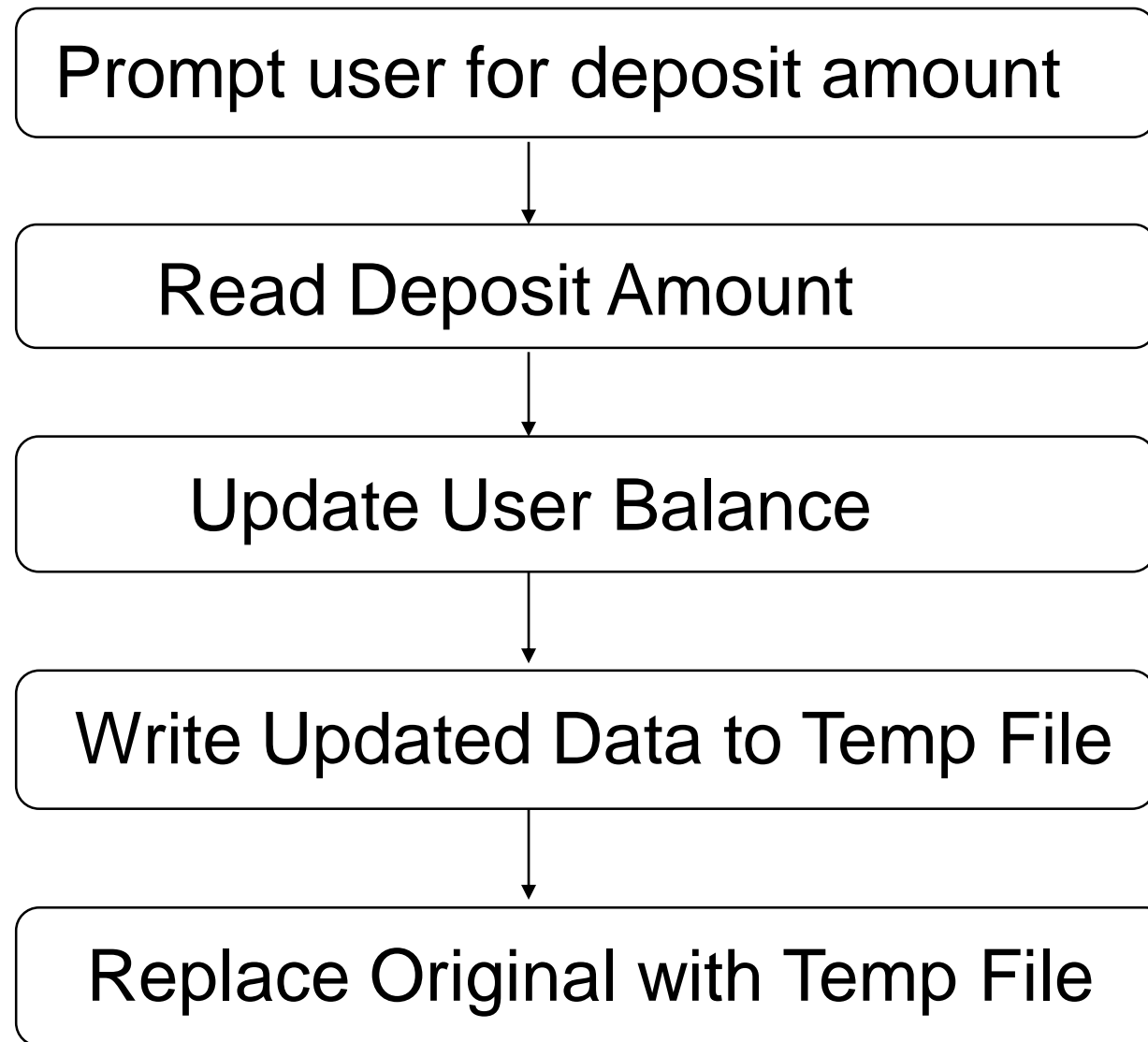
# Displaying Account Information

- The `account_details()` function displays user info.
- Includes Account Number, Username, Password, Balance.
- Uses `printf` to format and display details.
- `getch()` pauses until a key is pressed.

Example Output:

```
Your account details are:  
  
Account Number : 10014168  
Username       : YOHAN LIBERTO  
Password       : yohan123  
Balance        : 0.00
```

# Depositing Funds (adding\_balance())

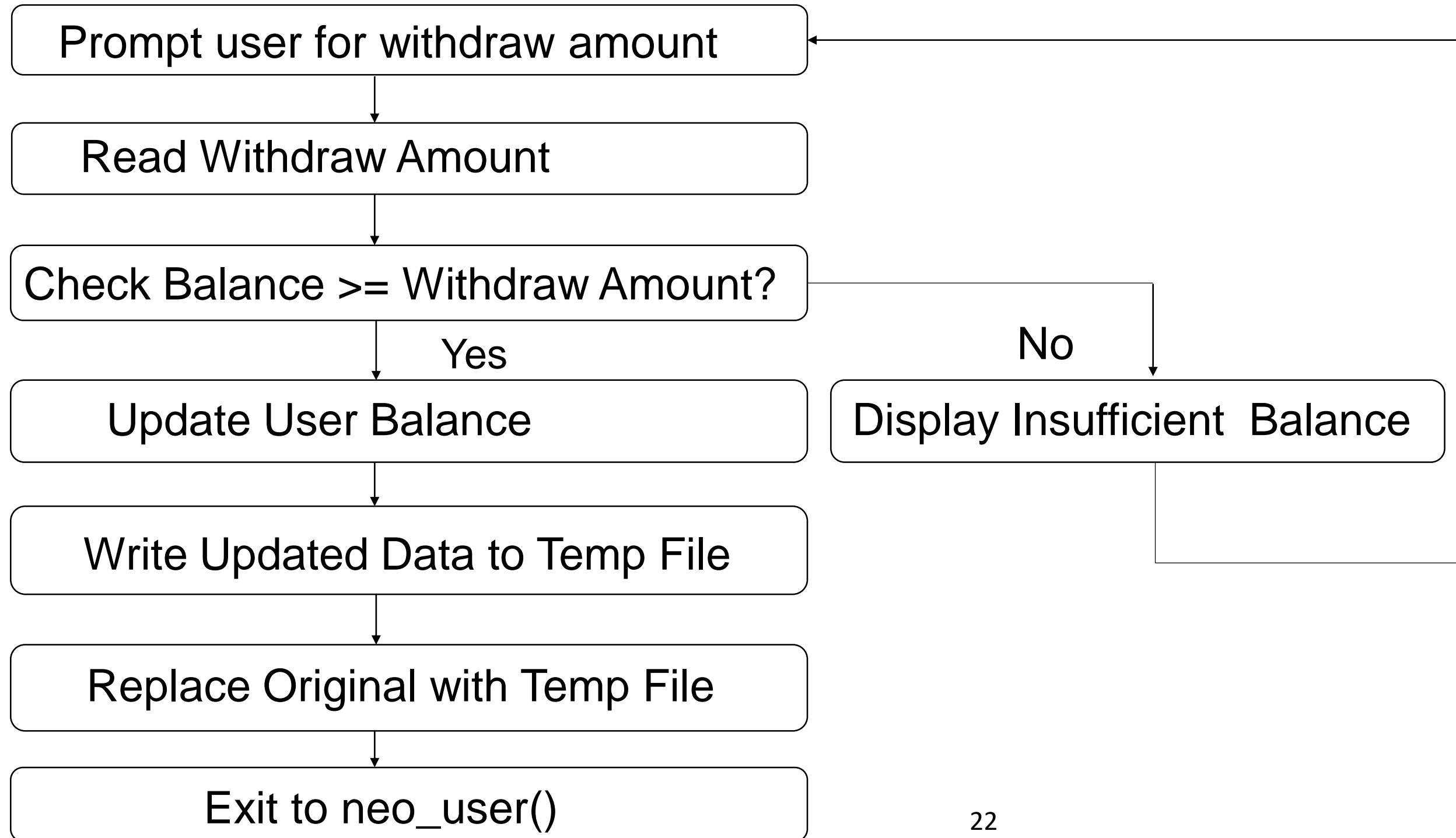


```
Enter the amount you want to deposit    : 1000

Balance is updated successfully

Your new balance is                      : 1000.00
█
```

# Withdrawing Funds (withdraw\_balance())



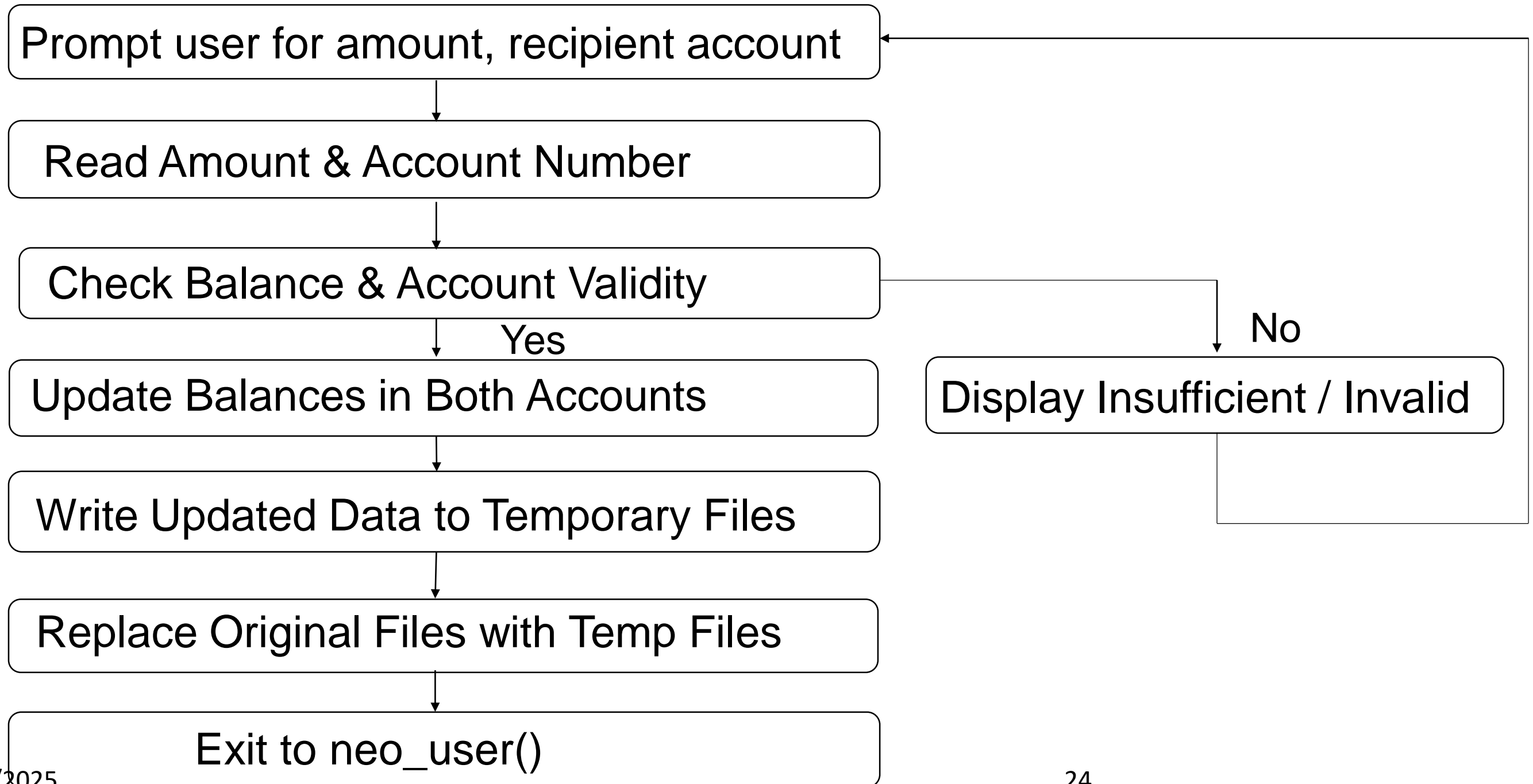
Enter the amount you want to withdraw : 1000

Amount withdrawn successfully from account.

Your new balance is : 4000.00



# Transfer Balance to Another Account



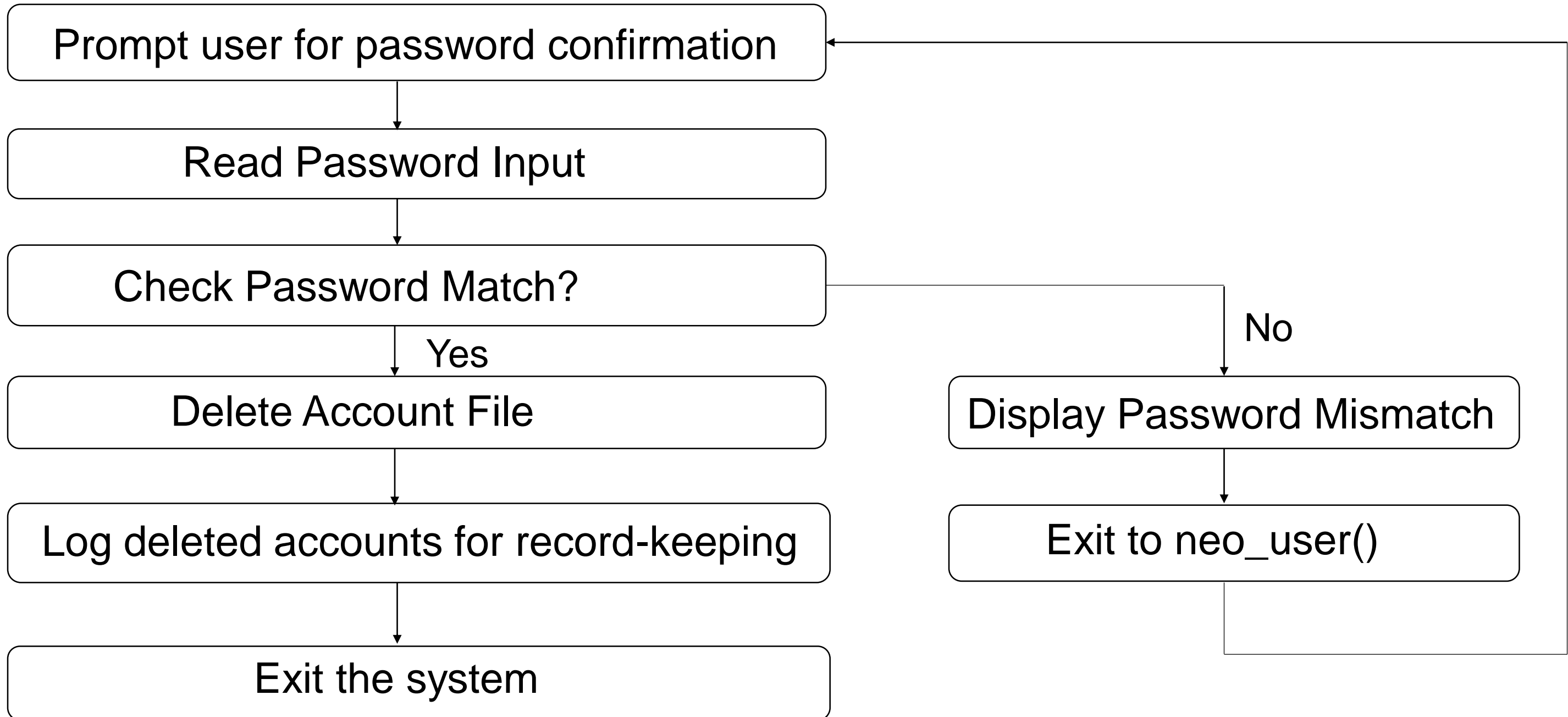


```
Enter the amount you want to transfer           :    1000
Enter the account number you want to transfer the sum to : 10029948

Amount transferred successfully.

Your new balance is                               : 3000.00
█
```

# Account Deletion (delete\_account())



Enter your password to confirm account deletion : yohan123

Password confirmed.

Deleting account...

Account deleted successfully.



# Error Handling

- Input validation for menu selection and numeric inputs
- Ensures sufficient balance before withdrawals and transfers
- Confirms account deletion with password
- Uses file handling to store and retrieve data safely

# Security Considerations

- Password verification before deletion
- Ensures correct account number for transfers

# Conclusion

- Simple and efficient banking management system
- Secure and user-friendly operations
- Future improvements: UI enhancements, database integration

# Questions & Discussion

- Open for queries
- Feedback and suggestions