

My Simple Banking System Project using Python and OOP

Hello everyone,

This project is like building a little pretend bank on the computer. I used something called "programming" to make it work. The special way I built it is called "Object-Oriented Programming" or OOP. Think of it like building with LEGOs – you have different kinds of blocks (called "objects") that do different things, and you put them together to make something bigger.

Types of Bank Accounts I Created:

1. **Regular Bank Account:** You can deposit and withdraw money.
2. **Interest Account:** Like a regular account, but you earn some extra money (interest) when you deposit.
3. **Savings Account:** Similar to an interest account, but if you withdraw money, a small fee is charged.

What My Program Can Do:

- **Deposit Money:** Add money to an account.
- **Withdraw Money:** Take money out of an account.
- **Check Balance:** See how much money is in the account.
- **Check Valid Transaction:** Make sure there's enough money before any withdrawal or transfer.
- **Transfer Money:** Send money from one account to another.

How I Showed It Works:

I created example accounts for **Arjun, Priya and Rahul**. Then I showed:

- How they can deposit and withdraw money
- How they can transfer money to each other
- What happens when someone tries to withdraw more money than they have (the program gives a friendly warning!)

What I Learned:

This project taught me how to use OOP in Python to build a real-world application. It made coding more organized and helped me understand how banking works in a simple way. It's a small but meaningful step in my journey as a data science and coding enthusiast! Thank you for reading my report!