

VIRTUAL ANIMAL SANCTUARY

(DSA Project)



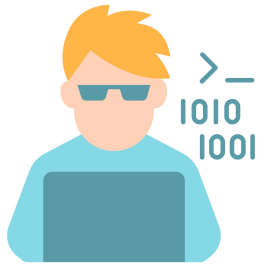


Table of Content

- I. Title of the Project
- II. About Our Team
- III. Abstract of the project
- IV. Motivation
- V. Objective
- VI. Major Functionalities
- VII. Technologies Used
- VIII. Software Requirements
- IX. Hardware Requirements
- X. UML CLASS DIAGRAM

ABHILASH TYAGI

Enrollment number- 21104019





Abstract of Project:

This Bank Management System is designed by making use of C++'s classes and is based on the concepts of doubly linked list data structures. This system is based on a client's record information idea. The customer can perform all of the errands here, such as creating a new account, depositing money, withdrawing money, updating account information, checking balance, viewing all record holders' details in a sorted manner, closing a record, and so on.

Motivation:

When it comes to managing the money or valuable assets it automatically becomes a crucial matter for the service provider and the client as well for the trustworthiness. The banking management system is one of the most complex systems because the things it covered under the roof for transparency among the customers.

This reduces the requirement for manual labor and the automated tasks will be error-free as they will only work as they are programmed whereas doing work manually there is always a possibility of human error.

Objective

The main objective of bank management is to build an organic and optimal system of interaction between the elements of banking mechanism with a view to profit. Successful optimization of the "profitability-risk" ratio in a bank lending operations is largely determined by the use of effective methods of bank management.

The scope of the Bank Management System extends to all the users who wish for easy banking facilities. This software product will be used for storing user's account information and the transactions made by them.



Major Functionalities:

INSERT:

The client has to insert his/her choice first in order to proceed. There will be 7 choices which are Sort_by IC Number , Sort_by Name,Sort_byage,Search, Display, removal and Exit.

Sort_by IC Number:

If the client will select choice 2, the software will ask for an animal IC number which will be allotted to one particular animal. The IC number will be unique for all animals of the sanctuary.

Sort_by Name:

Now , after giving the IC number the software will ask for an animal name .The client will allot a name to each animal of the sanctuary. The client can allot one same name to different animals.

Sort_byage:

The client can also put the age of the animal. The client can go to choice 4 and can input the age of the animals of sanctuary.

Search:

This function allows the client to search the particular animal by its IC number . he /she can enter the IC number to retrieve the animal information.

Display:

This function facilitates the client to get the information of the animal of the sanctuary. The client can view the details like age,IC number etc from this function.

Exit

This function allows the user to exit himself from the software.

Technologies Used:

C++ is a general-purpose programming language created by Danish computer scientist Bjarne Stroustrup as an extension of the C programming language, or "C with Classes".

Software Requirements:

- Operating System – Windows 11
- IDE

Hardware Requirements:

- Processor – 11th Gen Intel(R) Core [™] i5-1135G7 @2.40GHz 2.42 GHz
- Installed RAM – 16GB • System Type – 64 Bit Operating System, x64 based processor

UML CLASS DIAGRAM:

