**Online Banking Application Using System calls**

**How to Get Started with execution**

* First create the Employee using **Bank\_Employee\_Creation** to create and Admin/Bank Employee.
* Next compile **Bank\_Employee**  this into Object file with name **Bank\_Employee**
* Also compile **Bank\_Customer** into Object file with same name.
* Now execute the file **Bank\_Server.c** which acts as the server component for initial connection establishment.
* Also execute the file **Connection\_Stub\_to\_Server.c** which acts as client with functionalities of Employee/Admin and Customer.
* The file **User\_Details.h** contains all requires structures.
* Now follow the execution sequence to verify the working model.
* The server consists of 3 files Bank\_Server.c, Bank\_Customer.c, Bank\_Employee.c with user defined header files too.
* Depending on how user logins as employee/user the particular user/employee files are executed in the child and the server listens for other connections

**Assumptions Made**

* Here the execution will depend on 2 things, initially how the user logins as **Employee**/**Customer** and there after depending on Type of Account i.e **NORMAL**/**JOINT**
* Here the as the Account Number is used as integer variable there is no restriction on Account Number length format.
* Here I assumed that the Joint Account can be accessed by secondary user even if Primary user is removed from system.
* The account number once used either for Normal/Joint can’t be used in other type of account
* Username is account type level unique
* Account number is unique irrespective of account type.
* There is no restriction on length of password and different characters used.