Project Report – Assignment 3

Fundamentals of C Programming

**Scope**

Our team will develop a program using the programming language C, that will address the inefficiencies occurring within the current filing system that is in place at a high school uniform shop.

In order to make updating and managing students' details quicker and easier, the old paper filing system will be transferred to an entirely digital C program that makes use of the standard input output terminal to prompt the user to interact with the many different aspects of the program. Generally, the program functions as an interactive database system that stores, displays and allows you to alter student and transaction information. This text-based program will feature a login, allowing for the option of either student or admin login. The programs function will vary depending on the type of user logged in.

Due to the sensitive nature of the log-in and banking details of customers or admins, the program will incorporate encryption as a means of protecting against fraud and increasing personal privacy. It will also incorporate an algorithm that compresses the student database in order to help save space on the hard disk.

The program will be designed with functionality and aesthetics in mind in order to create an intuitive and user-friendly program.

This project will be developed collaboratively over the course of four weeks, with checkpoints scheduled the first, third and fourth week of the project. In order for the checkpoints to be met and the project to be completed on time the workload must be spread out, and thus each team member will play a crucial role. The sharing of the workload will predominantly be carried out by designating functions to individual group members to be completed within a certain timeframe.

**Flow Chart**

