

# **BANKING SYSTEM**

*A Python Project Submitted*

**In  
COMPUTER SCIENCE AND ENGINEERING**

**by**

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# Banking System

## 1. Project Description

Develop a console-based application to simulate a simplified Banking System. This system will allow an administrator (user of the application) to:

- Manage customer records (add, remove, view).
- Create different types of bank accounts (Savings, Checking) for customers.
- Perform basic banking operations: deposit, withdraw, and transfer funds between accounts.
- View account details and customer's associated accounts.
- Apply interest to savings accounts.
- Handle overdraft limits for checking accounts.
- Persist all banking data (customers, accounts, balances, relationships) to files so it's saved between application runs.

This project heavily utilizes **Object-Oriented Programming (OOP)** principles, particularly **inheritance** to model different account types, **polymorphism** for transaction operations, and **encapsulation** for data integrity.

## 2. Core OOP Concepts to Apply

- **Class & Object Design:** Model Customer, Account(and its specialized types), and the Bank that orchestrates everything.
- **Encapsulation:** Use private-like attributes (e.g., `_balance`, `_overdraft_limit`) and expose them via public methods or `@property` decorators for controlled access and data integrity.
- **Constructors (`__init__`):** Properly initialize object states.
- **Instance Methods:** Define behaviors specific to an account, customer, or the bank.
- **Abstract Base Classes (abcmodule):** Use `ABC` and `@abstractmethod` for the base Account class to enforce that all account types implement `deposit()` and `withdraw()`.
- **Inheritance:** Create `SavingsAccount` and `CheckingAccount` classes inheriting from the base Account class.
- **Polymorphism:** Call the `deposit()` or `withdraw()` methods on various Account objects (different types) through a common interface, demonstrating different behaviors (e.g., overdraft check for checking).
- **Object Composition:** The Bank class will *contain* collections of Customer and Account objects. Customer objects will *contain* a list of associated account *numbers* (for persistence).

- **Magic Methods (\_\_str\_\_, \_\_repr\_\_):** Implement these for clear object representation.
- **Error Handling:** Use try-except blocks for robust user input validation and transaction failures (e.g., insufficient funds).

### 3. Class Specifications & Coder Tasks

You are required to implement the following classes with the specified attributes and methods.

#### 3.1. AccountClass (Abstract Base Class)

Represents a generic bank account. All specific account types will inherit from this class.

- **Attributes (Private-like for encapsulation):**
  - `_account_number`: str- A unique identifier for the account.
  - `_balance`: float- The current balance in the account (default 0.0).
  - `_account_holder_id`: str- The ID of the Customer who owns this account.
- **Properties:**
  - `account_number`(read-only): Returns `_account_number`.
  - `balance`(read-only): Returns `_balance`.
  - `account_holder_id`(read-only): Returns `_account_holder_id`.
- **Methods:**
  - `__init__(self, account_number: str, account_holder_id: str, initial_balance: float = 0.0)`:
    - Constructor. Initializes `_account_number`, `_account_holder_id`, and `_balance`.
  - `deposit(self, amount: float) -> bool: (Abstract Method)`
    - This method *must* be implemented by all concrete subclasses. It should add amount to `_balance`. Returns True on success, False on failure (e.g., negative amount).
  - `withdraw(self, amount: float) -> bool: (Abstract Method)`
    - This method *must* be implemented by all concrete subclasses. It should attempt to subtract amount from `_balance`. Returns True on success, False on failure (e.g., insufficient funds, negative amount).
  - `display_details(self) -> str`:
    - Returns a basic string representation: "Acc No: [Number], Balance: \$[Balance]". This method will be extended/overridden in child classes.
  - `to_dict(self) -> dict`:

- Returns a dictionary representation of the account's basic attributes, useful for saving to file. Include a typekey (e.g., 'savings', 'checking') to aid deserialization.

### 3.2. SavingsAccountClass

Inherits from Account, representing a savings account with interest.

- **Attributes (Specific to SavingsAccount):**
  - `_interest_rate`: float- Annual interest rate (e.g., 0.01 for 1%).
- **Properties:**
  - `interest_rate(read/write)`: Returns/sets `_interest_rate`. Setter enforces non-negative.
- **Methods:**
  - `__init__(self, account_number: str, account_holder_id: str, initial_balance: float = 0.0, interest_rate: float = 0.01)`:
    - Constructor. Calls parent `__init__` and initializes `_interest_rate`.
  - `deposit(self, amount: float) -> bool`:
    - **Implements** abstract method. Adds amount if valid. Returns True on success, False otherwise.
  - `withdraw(self, amount: float) -> bool`:
    - **Implements** abstract method. Withdraws amount if sufficient balance (no overdraft allowed). Returns True on success, False otherwise.
  - `apply_interest(self) -> None`:
    - Calculates and adds interest to the balance (`_balance += _balance * _interest_rate`).
  - `display_details(self) -> str`:
    - Extends/Overrides parent. Returns a string including inherited details plus interest rate.
  - `to_dict(self) -> dict`:
    - Extends parent. Returns dictionary including `_interest_rate` and type: 'savings'.

### 3.3. CheckingAccountClass

Inherits from Account, representing a checking account with an overdraft limit.

- **Attributes (Specific to CheckingAccount):**
  - `_overdraft_limit`: float- The maximum negative balance allowed.
- **Properties:**
  - `overdraft_limit(read/write)`: Returns/sets `_overdraft_limit`. Setter enforces non-negative.

- **Methods:**

- `__init__(self, account_number: str, account_holder_id: str, initial_balance: float = 0.0, overdraft_limit: float = 0.0):`
  - Constructor. Calls parent `__init__` and initializes `_overdraft_limit`.
- `deposit(self, amount: float) -> bool:`
  - **Implements** abstract method. Adds amount if valid. Returns True on success, False otherwise.
- `withdraw(self, amount: float) -> bool:`
  - **Implements** abstract method. Withdraws amount if `_balance - amount >= -_overdraft_limit`. Returns True on success, False otherwise.
- `display_details(self) -> str:`
  - Extends/Overrides parent. Returns a string including inherited details plus overdraft limit.
- `to_dict(self) -> dict:`
  - Extends parent. Returns dictionary including `_overdraft_limit` and type: 'checking'.

### 3.4. CustomerClass

Represents a bank customer.

- **Attributes (Private-like for encapsulation):**

- `_customer_id: str`- A unique identifier for the customer.
- `_name: str`- The customer's full name.
- `_address: str`- The customer's address.
- `_account_numbers: list[str]`- A list of account numbers (strings) associated with this customer.

- **Properties:**

- `customer_id(read-only):` Returns `_customer_id`.
- `name(read-only):` Returns `_name`.
- `address(read/write):` Returns/sets `_address`.
- `account_numbers(read-only):` Returns a copy of `_account_numbers`.

- **Methods:**

- `__init__(self, customer_id: str, name: str, address: str):`
  - Constructor. Initializes attributes. `_account_numbers` starts empty.
- `add_account_number(self, account_number: str) -> None:`
  - Adds an account number to `_account_numbers` if not already present.
- `remove_account_number(self, account_number: str) -> None:`
  - Removes an account number from `_account_numbers`.

- `display_details(self) -> str:`
  - Returns a string including customer ID, name, address, and number of accounts.
- `to_dict(self) -> dict:`
  - Returns a dictionary representation of the customer's attributes, useful for saving to file.

### 3.5. BankClass

The main orchestrator class, managing all Customer and Account objects.

- **Attributes (Private-like for encapsulation):**
  - `_customers: dict[str, Customer]`- Dictionary: customer\_id-> Customer object.
  - `_accounts: dict[str, Account]`- Dictionary: account\_number-> Account object.
  - `_customer_file: str`- Filename for customer data (e.g., 'customers.json').
  - `_account_file: str`- Filename for account data (e.g., 'accounts.json').
- **Methods:**
  - `__init__(self, customer_file='customers.json', account_file='accounts.json'):`
    - Initializes empty dictionaries. Sets file names.
    - Calls `_load_data()` to load existing data from files.
  - `_load_data(self) -> None: (Private Helper Method)`
    - Loads customer data from `_customer_file`.
    - Loads account data from `_account_file`.
    - Handles `FileNotFoundError`.
    - **Crucial for Relationships:** After loading raw dictionary data, you must iterate through them to create actual Customer and Account objects. For accounts, use the type field to instantiate SavingsAccount or CheckingAccount. Ensure that accounts loaded are correctly referenced by their account\_holder\_id in the \_customers dictionary.
  - `_save_data(self) -> None: (Private Helper Method)`
    - Saves current \_customers and \_accounts data to their respective JSON files.
    - Iterate through collections and call `to_dict()` on each object before saving.
  - `add_customer(self, customer: Customer) -> bool:`
    - Adds a Customer object. Returns True if added, False if ID exists. Calls `_save_data()`.

- `remove_customer(self, customer_id: str) -> bool:`
  - Removes a customer. Returns `True` if removed, `False` if not found or if customer has active accounts. Calls `_save_data()`.
- `create_account(self, customer_id: str, account_type: str, initial_balance: float = 0.0, **kwargs) -> Account | None:`
  - Creates a new account (Savings or Checking) for an existing customer.
  - Generates a unique `account_number` (e.g., simple incremental string or UUID).
  - Instantiates the correct `Account` subclass.
  - Adds the new account to `_accounts` and associates it with the customer by adding its number to `customer.add_account_number()`.
  - Returns the new `Account` object on success, `None` on failure (e.g., customer not found, invalid account type). Calls `_save_data()`.
- `deposit(self, account_number: str, amount: float) -> bool:`
  - Finds the account by `account_number`. Calls `account.deposit(amount)`. Returns `True` on success, `False` otherwise. Calls `_save_data()`.
- `withdraw(self, account_number: str, amount: float) -> bool:`
  - Finds the account by `account_number`. Calls `account.withdraw(amount)`. Returns `True` on success, `False` otherwise. Calls `_save_data()`.
- `transfer_funds(self, from_acc_num: str, to_acc_num: str, amount: float) -> bool:`
  - Withdraws from `from_acc_num` and deposits into `to_acc_num`. Ensures both accounts exist and transfer is valid.
  - Returns `True` on success, `False` otherwise. Calls `_save_data()`.
- `get_customer_accounts(self, customer_id: str) -> list[Account]:`
  - Returns a list of `Account` objects associated with the given customer ID. Handles customer not found.
- `display_all_customers(self) -> None:`
  - Prints details of all registered customers.
- `display_all_accounts(self) -> None:`
  - Prints details of all accounts, using `account.display_details()`.
- `apply_all_interest(self) -> None: (Manager function)`
  - Iterates through all `SavingsAccount` objects and calls `apply_interest()`. Calls `_save_data()`.

## 4. Coder Tasks (Implementation Steps)

1. **Set up Project Structure:** Create `banking_system.py`(or similar). Import `abc` and `abstractmethod`.
2. **Implement AccountClass (Abstract):** Define `Account` as an `ABC` with `deposit` and `withdraw` as `abstractmethod`s. Implement `_____init_____`, `display_details`, `to_dict`.
3. **Implement SavingsAccount and CheckingAccount Classes:** Implement these, inheriting from `Account`, and correctly implement their specific `deposit()`, `withdraw()`, `display_details()`, `to_dict()`.
4. **Implement CustomerClass:** Write the `Customer` class with all specified attributes, properties, and methods.
5. **Implement BankClass (Core Logic):**
  - o Implement `__init__`, `_load_data`, `_save_data`. **Pay close attention to object reconstruction in `_load_data`:**
    - When loading accounts, use the `type` field to instantiate `SavingsAccount` or `CheckingAccount`.
    - After loading both customers and accounts, ensure that `Customer.account_numbers` correctly reflects the `account_numbers` of existing accounts.
  - o Implement `add_customer`, `remove_customer`. These should call `_save_data()`.
  - o Implement `create_account`. This is complex as it creates an `Account` object and links it to a `Customer`.
  - o Implement `deposit`, `withdraw`, `transfer_funds`. These methods showcase polymorphism by calling `deposit()/withdraw()` on `Account` objects, which will behave differently based on the actual subclass.
  - o Implement `get_customer_accounts`, `display_all_customers`, `display_all_accounts`, `apply_all_interest`.
6. **Create Console Interface:**
  - o Develop a `main()` function or a `run()` method in the `Bank` class.
  - o Implement a main while loop that presents a menu (e.g., "1. Add Customer", "2. Create Account", "3. Deposit", "4. Withdraw", "5. Transfer", "6. View Customer Accounts", "7. Apply Interest", "8. Exit").
  - o Use `input()` to get choices and data.
  - o Call the appropriate `Bank` methods.
  - o Include clear `print()` statements for feedback and displaying results.



CODE:

```
# banking_system.py  
# Abstract Base Class
```

```
class Account:
```

```
    def __init__(self, account_number, account_holder_id,  
initial_balance=0.0):
```

```
        self._account_number = account_number
```

```
        self._account_holder_id = account_holder_id
```

```
        self._balance = initial_balance
```

```
    def deposit(self, amount):
```

```
        if amount > 0:
```

```
            self._balance += amount
```

```
            print(f'Deposit successful. Current Balance:  
₹{self._balance}')
```

```
            return True
```

```
        else:
```

```
            print("Invalid deposit amount.")
```

```
            return False
```

```
    def withdraw(self, amount):
```

```
        if 0 < amount <= self._balance:
```

```
            self._balance -= amount
```

```
            print(f'Withdrawal successful. Current Balance:  
₹{self._balance}')
```

```
            return True
```

```
        else:
```

```
            print("Insufficient funds or invalid amount.")
```

```
return False
```

```
def display_details(self):  
    return f'Account No: {self._account_number}, Balance:  
₹{self._balance}'
```

```
def get_account_number(self):  
    return self._account_number
```

```
def get_holder_id(self):  
    return self._account_holder_id
```

```
def get_balance(self):  
    return self._balance
```

```
class SavingsAccount(Account):  
    def __init__(self, account_number, account_holder_id,  
initial_balance=0.0, interest_rate=0.01):  
        super().__init__(account_number, account_holder_id,  
initial_balance)  
        self._interest_rate = interest_rate  
  
    def apply_interest(self):  
        interest = self._balance * self._interest_rate  
        self._balance += interest  
        print(f'Interest applied. New Balance: ₹{self._balance}')
```

```
    def display_details(self):  
        return super().display_details() + f', Interest Rate:  
{self._interest_rate * 100}%'
```

```
class CheckingAccount(Account):
```

```
def __init__(self, account_number, account_holder_id,
initial_balance=0.0, overdraft_limit=0.0):
    super().__init__(account_number, account_holder_id,
initial_balance)
    self._overdraft_limit = overdraft_limit

def withdraw(self, amount):
    if 0 < amount <= self._balance + self._overdraft_limit:
        self._balance -= amount
        print(f"Withdrawal successful. Current Balance:
₹{self._balance}")
        return True
    else:
        print("Overdraft limit exceeded or invalid amount.")
        return False

def display_details(self):
    return super().display_details() + f", Overdraft Limit:
₹{self._overdraft_limit}"

class Customer:
    def __init__(self, customer_id, name, address):
        self._customer_id = customer_id
        self._name = name
        self._address = address
        self._accounts = []

    def add_account(self, account_number):
        if account_number not in self._accounts:
            self._accounts.append(account_number)

    def get_id(self):
```

```
return self._customer_id
```

```
def display_details(self):  
    return f"Customer ID: {self._customer_id}, Name:  
{self._name}, Address: {self._address}, Accounts:  
{self._accounts}"
```

```
def get_accounts(self):  
    return self._accounts
```

```
class Bank:
```

```
    def __init__(self):  
        self._customers = {}  
        self._accounts = {}  
        self._admin_password = "admin123"
```

```
    def create_customer_and_account(self):  
        customer_id = input("Enter Customer ID: ")  
        if customer_id in self._customers:  
            print("Customer already exists. Cannot proceed.")  
            return
```

```
        name = input("Enter Name: ")  
        address = input("Enter Address: ")  
        acc_number = input("Enter unique Account Number: ")
```

```
        if acc_number in self._accounts:  
            print("Account already exists with this number.")  
            return
```

```
        acc_type = input("Enter account type (savings/checking): ")
```

```
balance = float(input("Enter initial balance: "))

if acc_type == "savings":
    acc = SavingsAccount(acc_number, customer_id, balance)
elif acc_type == "checking":
    overdraft = float(input("Enter overdraft limit: "))
    acc = CheckingAccount(acc_number, customer_id, balance,
overdraft)
else:
    print("Invalid account type.")
    return

self._customers[customer_id] = Customer(customer_id, name,
address)
self._accounts[acc_number] = acc
self._customers[customer_id].add_account(acc_number)
print("Customer and Account created successfully.")

def show_all_customers(self):
    pw = input("Enter admin password: ")
    if pw == self._admin_password:
        for cust in self._customers.values():
            print(cust.display_details())
    else:
        print("Access Denied: Not Admin.")

def show_all_accounts(self):
    pw = input("Enter admin password: ")
    if pw == self._admin_password:
        for acc in self._accounts.values():
            print(acc.display_details())
```

else:

print("Access Denied: Not Admin.")

def deposit(self):

acc\_num = input("Enter Account Number: ")

amount = float(input("Enter amount to deposit: "))

if acc\_num in self.\_accounts:

self.\_accounts[acc\_num].deposit(amount)

else:

print("Account not found.")

def withdraw(self):

acc\_num = input("Enter Account Number: ")

amount = float(input("Enter amount to withdraw: "))

if acc\_num in self.\_accounts:

self.\_accounts[acc\_num].withdraw(amount)

else:

print("Account not found.")

def transfer(self):

from\_acc = input("Enter FROM Account: ")

to\_acc = input("Enter TO Account: ")

amount = float(input("Enter amount to transfer: "))

if from\_acc in self.\_accounts and to\_acc in self.\_accounts:

if self.\_accounts[from\_acc].withdraw(amount):

self.\_accounts[to\_acc].deposit(amount)

else:

print("One or both account numbers not found.")

def apply\_interest\_to\_all(self):

for acc in self.\_accounts.values():

```
if isinstance(acc, SavingsAccount):  
    acc.apply_interest()
```

```
def main():  
    bank = Bank()  
    while True:  
        print("\n--- BANK MENU ---")  
        print("1. Create Customer and Account")  
        print("2. Deposit")  
        print("3. Withdraw")  
        print("4. Transfer Funds")  
        print("5. Show All Customers")  
        print("6. Show All Accounts")  
        print("7. Apply Interest to Savings Accounts")  
        print("8. Exit")  
        choice = input("Enter your choice: ")  
  
        if choice == '1':  
            bank.create_customer_and_account()  
        elif choice == '2':  
            bank.deposit()  
        elif choice == '3':  
            bank.withdraw()  
        elif choice == '4':  
            bank.transfer()  
        elif choice == '5':  
            bank.show_all_customers()  
        elif choice == '6':  
            bank.show_all_accounts()  
        elif choice == '7':  
            bank.apply_interest_to_all()
```

```
elif choice == '8':  
    break  
else:  
    print("Invalid choice.")
```

```
if __name__ == "__main__":  
    main()
```



## OUTPUTS:

### 1.Main : ---BANK MENU---

```
--- BANK MENU ---
1. Create Customer and Account
2. Deposit
3. Withdraw
4. Transfer Funds
5. Show All Customers
6. Show All Accounts
7. Apply Interest to Savings Accounts
8. Exit
Enter your choice: 1
Enter Customer ID: ↑↓ for history. Search history with c-↑/c-↓
```

### 2. Create Customer and Accounts :

```
Enter your choice: 1
Enter Customer ID: 1
Enter Name: Harsh
Enter Address: Alpha 2
Enter unique Account Number: 100
Enter account type (savings/current): savings
Enter initial balance: 5000
Customer and Account created successfully.
```

```
Enter your choice: 1
Enter Customer ID: 2
Enter Name: Sudhanshu
Enter Address: Varanasi
Enter unique Account Number: 200
Enter account type (savings/current): savings
Enter initial balance: 2000
Customer and Account created successfully.
```

### 3. Deposit :

```
Enter your choice: 2
Enter Account Number: 100
Enter amount to deposit: 5000
Deposit successful. Current Balance: ₹10000.0
```

### 4. Withdraw :

```
Enter your choice: 3
Enter Account Number: 100
Enter amount to withdraw: 2000
Withdrawal successful. Current Balance: ₹8000.0
```

### 5. Transfer Funds :

```
Enter your choice: 4
Enter FROM Account: 100
Enter TO Account: 200
Enter amount to transfer: 3000
Withdrawal successful. Current Balance: ₹5000.0
Deposit successful. Current Balance: ₹5000.0
```

### 6. Show All Customers :

```
Enter your choice: 5
Enter admin password: admin123
Customer ID: 1, Name: Harsh, Address: Alpha 2, Accounts: ['100']
Customer ID: 2, Name: Sudhanshu, Address: Varanasi, Accounts: ['200']
```

## 7. Show All Accounts :

```
Enter your choice: 6
Enter admin password: admin123
Account No: 100, Balance: ₹5000.0, Interest Rate: 1.0%
Account No: 200, Balance: ₹5000.0, Interest Rate: 1.0%
```

## 8. Apply Interest to Savings Accounts :

```
Enter your choice: 7
Interest applied. New Balance: ₹5050.0
Interest applied. New Balance: ₹5050.0
```

## 9. Exit :

```
Enter your choice: 8
```