

# Experiment 1: Responsive Banking UI

## Aim:

To create a responsive banking interface with deposit and withdrawal functionality using HTML5, CSS3, and JavaScript.

## Objectives:

- Design a simple and clean banking UI with a balance display.
- Implement interactive Deposit and Withdraw functionalities.
- Use media queries to ensure responsiveness across different screen sizes.
- Add form validation for input fields.
- Handle DOM elements using JavaScript for interactivity.

## Software Requirements:

- Visual Studio Code / Sublime Text
- Chrome or Firefox Developer Edition
- Live Server Extension (for auto-refresh)
- Git (for version control)

## Code Implementation:

### HTML:

```
<div class="bank-interface">
  <h2>Account Balance: <span id="balance">$1000</span></h2>
  <input type="number" id="amount" placeholder="Enter amount" min="0">
  <div class="btn-group">
    <button onclick="deposit()">Deposit</button>
    <button onclick="withdraw()">Withdraw</button>
  </div>
  <p id="message"></p>
</div>
```

### CSS:

```
:root {
  --primary-color: #2c3e50;
  --secondary-color: #3498db;
}
body {
  font-family: Arial, sans-serif;
  background-color: #f4f4f4;
}
.bank-interface {
  display: grid;
  gap: 1rem;
  max-width: 500px;
  margin: 2rem auto;
```

```

padding: 2rem;
background: white;
border-radius: 8px;
box-shadow: 0 2px 10px rgba(0,0,0,0.1);
}
input {
padding: 0.5rem;
font-size: 1rem;
}
.btn-group button {
padding: 0.6rem 1rem;
font-size: 1rem;
margin-right: 0.5rem;
background-color: var(--secondary-color);
color: white;
border: none;
border-radius: 5px;
cursor: pointer;
}
.btn-group button:hover {
background-color: #2980b9;
}
#message {
color: red;
font-weight: bold;
}
@media (max-width: 600px) {
.bank-interface {
padding: 1rem;
margin: 1rem;
}
}

```

#### JavaScript:

```

let balance = 1000;

function updateUI() {
document.getElementById('balance').textContent = `${balance}`;
document.getElementById('amount').value = "";
document.getElementById('message').textContent = "";
}

function deposit() {
const amount = Number(document.getElementById('amount').value);
if (amount > 0) {
balance += amount;
updateUI();
} else {

```

```
document.getElementById('message').textContent = 'Enter a valid amount to deposit!';
}
}

function withdraw() {
  const amount = Number(document.getElementById('amount').value);
  if (amount > 0 && amount <= balance) {
    balance -= amount;
    updateUI();
  } else {
    document.getElementById('message').textContent = 'Invalid withdrawal amount!';
  }
}
```

### Expected Output:

The image displays three sequential screenshots of a web application interface, each showing a white card with a light gray border on a light gray background. The card contains the following elements:

- Account Balance:** Displayed in bold black text, followed by a blue dollar amount.
- Input Field:** A text box with the placeholder text "Enter amount".
- Buttons:** Two buttons, "Deposit" (green) and "Withdraw" (red), positioned below the input field.
- Message:** A green text message at the bottom of the card, indicating the result of the action.

**Screenshot 1:** The account balance is \$1000. The input field is empty. The message is not visible.

**Screenshot 2:** The account balance is \$2200. The input field is empty. The message "Successfully deposited \$1200" is visible at the bottom.

**Screenshot 3:** The account balance is \$1700. The input field is empty. The message "Successfully withdrew \$500" is visible at the bottom.