

## CSE103: Structured Programming [Summer 2023]

# Project Report Mobile Banking User Interface

**Course Code**: CSE103

**Course Title**: Structured Programming

Section :13
Group Number :1

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### 1. Introduction

Basically this project is about Mobile Banking Management . With the help of this project one can create an account. He /She can also deposit a certain amount of money in his/her account .In

fact, one can also withdraw money which he had deposited in the account. Moreover, one can transfer a certain amount of money to another user account.

## 2. All function descriptions with output

## 2.1 Authenticating password:

Description: In this function user have to enter a password to reach the interface of the bank. Here user have three attempts to enter the password correctly. .......

#### **Output:**

```
Enter passcode for your BANKONTHEGO account(Attempts left: 3): cse103
```

## 2.2 Printing title:

Description: In this function we use printf functions and inside the printf function we have designed the title BANK ON THE GO with special operators like \,/,|.-,\_ and \*.

#### **Output:**



## 2.3 Creating account:

Description: Description: With the help of this function user can create an account. To create a na account user have to follow some steps. Firstly enter the correct choice to create an account. Secondly enter an account number. Thirdly enter name. Finally by entering a security pin and a initial balance the account will be created successfully.

#### **Output:**



## 2.4 Deposit:

Description: With the help of this function user will be able to deposit a certain amount of money in his account. To deposit money first of all user have to enter the correct choice . Then enter the account number and security pin. Finally entering the amount to deposit, the amount will be deposited in the account.

#### **Output:**

#### 2.5 Withdraw:

Description: With the help of this function user will be able to withdraw a certain amount of money which is deposited in the account. To withdraw money first of all user have to enter the correct choice .Then enter the account number and security pin. Finally entering the amount to withdraw , the amount will be withdrawal from the account successfully.

#### **Output:**



## 2.6 Checking balance:

Description: With the help of this function user can check his account balance. For checking balance first of all user have to enter the correct choice. Then enter the account number and security pin. After that the account balance will be displayed successfully.

#### **Output:**



## 2.7 Money transferring:

Description: With the help of this function user can transfer a certain amount of money from his account to another user's account. To transfer money first of all user have to enter the correct choice. Then enter the sender's account number and receiver's account number. Lastly enter the amount of money to transfer. After entering security pin correctly, the amount of money will be successfully transferred.

#### **Output:**

## 2.8 Log in & Verification:

Description: With the help of this function user may able to log in and verify his account by entering some details or informations. Firstly enter bank account number correctly. Then enter the security pin. After entering the security pin correctly the procedure of log in will be completed and the account will be verified successfully. If any of the above information is incorrect, the account will not be verified successfully. In that case user again have to enter the above informations correctly.

#### **Output:**



#### 1. Conclusion

The *BankOnTheGo* project successfully demonstrates the application of structured programming concepts through a real-world banking simulation. It includes essential banking functionalities such as account creation, authentication, deposit, withdrawal, balance inquiry, and fund transfers. By working on this project, we gained hands-on experience with user input handling, data validation, control structures, and memory management in C.

This project not only enhanced our understanding of C programming but also taught us how to design a user-friendly console interface and think logically about security, data flow, and user experience. As our first academic group project, it laid a solid foundation for future software development work.