EAST WEST UNIVERSITY

**Department of CSE**

FALL 2019

**CSE107**

Course Title: **Object Oriented Programming**

Section: **01**

**(**Project Report On**)**

**Mobile Banking System**

**Submitted To:**

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**Description:**

**Classes:**

This Project has total 11 classes.

1. info

2. fileclass

3. pay\_bill

4. cash\_out

5. make\_payment

6. addmoney

7. mobile\_recharge

8. sendmoney

9. balanceinfo

10. options

11. login

**Inherits:**

# info, fileclass, balanceinfo classes don’t inherit any other class.

# pay\_bill, cash\_out, make\_payment, addmoney, mobile\_recharge, sendmoney classes inherit info & fileclass privately.

# options class inherits pay\_bill, cash\_out, make\_payment, addmoney, mobile\_recharge, sendmoney, balanceinfo classes.

# and login class inherits options class.

**Individual Works:**

1. info class generates phone number, simtypes, operators, & negative message by funcions.
2. fileclass class generates amount by function, which is needed for file work in this class. Here two functions created for file input, output, read, write, add & subtract. One file function is for subtract amount (money or balance) & one is for add (money or balance). The whole process through file.

Here also uses of Exception Handling.

In subtract-file function:

No one can withdraw or send money more than 20,000/-. Also no one can withdraw more than his/her balance. Then a message will show with the deficit money amount. Also no one can give negative value in input.

In add-file function:

No one can add money more than 20,000/-. Also no one can give negative value in input.

If this class or functions successfully work without taking exceptions, there will show a successful message.

1. In pay\_bill class there are some options for pay bills. Which are also work though file. If anyone input wrong number of choice, there will message show and will give 3 times chances for input correct choice. Otherwise the class will automatically exit and will come back to options class.
2. In cash\_out class here is 2 choices. In 2nd choice (From ATM) the random function generates. Here also take confirmation for continue the process. If anyone give negative choice. This class will exit to options class and also will show a negative message.
3. The make\_payment class doesn’t have any choice. But there is a confirmation choice to continue or not.
4. The addmoney class is also almost same like others. But it has some choices. Here also have 3 times chances if anyone give wrong choice.

But here is a special choice which is addmoney from online bank link. If anyone choose it. There are some links of banks for addmoney from bank account. So, it takes directly that link through browser.

1. mobile\_recharge & sendmoney classes are almost like make\_payment.
2. balanceinfo class only takes & shows balance of the account or file.
3. The options class gives all kind of choices to go and to do. The 7 options:
4. See Balance
5. Send Money
6. Mobile Recharge
7. Add Money
8. Make Payment
9. Cash Out
10. Pay Bill
11. The login class is for login using id + password. If anyone give wrong input of any part, there will give 3 chances to correct. If anyone give current inputs, it will take direct to options class.
12. In main function here is only declared login class & its object which class get\_userinfo() function to log-in and for rand function generates here is declared the built-in srand basic function .

**Conclution:**

This project is almost same like Mobile Banking. Like, Bkash, Rocket etc.

In future this project can improve more for particle and suitable and all possible logics or problems. Also can add more options for make easy life.