1. **Display Banner:**
   * Prints a banner with asterisks and slashes to visually represent the bank account system.
2. **Initialization:**
   * Initializes the balance (**bal**) to zero.
3. **Transaction Loop:**
   * Enters an infinite loop to continuously accept transactions.
4. **User Input:**
   * Takes user input in the format "D/W" where:
     + "D" stands for deposit.
     + "W" stands for withdrawal.
5. **Transaction Processing:**
   * Splits the user input into operation (**op**) and amount (**amt**).
   * If the operation is "D" (deposit):
     + Adds the amount to the balance.
     + Prints the net balance.
   * If the operation is "W" (withdrawal):
     + Checks if the withdrawal amount is greater than the balance.
       - If yes, prints "Insufficient Amount" and the net balance.
       - If no, subtracts the amount from the balance and prints the net balance.
   * If the operation is neither "D" nor "W", prints "Invalid Choice."
6. **Infinite Loop:**
   * The program continues to prompt the user for transactions until manually interrupted.

This program models a simple banking system allowing deposits and withdrawals while maintaining a running balance.

Algorithm:

1. \*\*Initialize balance (bal) to 0:\*\*

2. \*Enter an infinite loop to continuously prompt the user for transactions:\*

3. \*Display a menu and take user input for a transaction:\*

4. \*Print the transaction type and amount:\*

5. \*\*Check if the user wants to exit (E or e). If yes, break out of the loop:\*\*

6. \*Convert the amount to a float and update the balance based on the transaction type:\*

7. \*Print the updated balance after each transaction:\*

8. \*Repeat the loop until the user chooses to exit.\*

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