

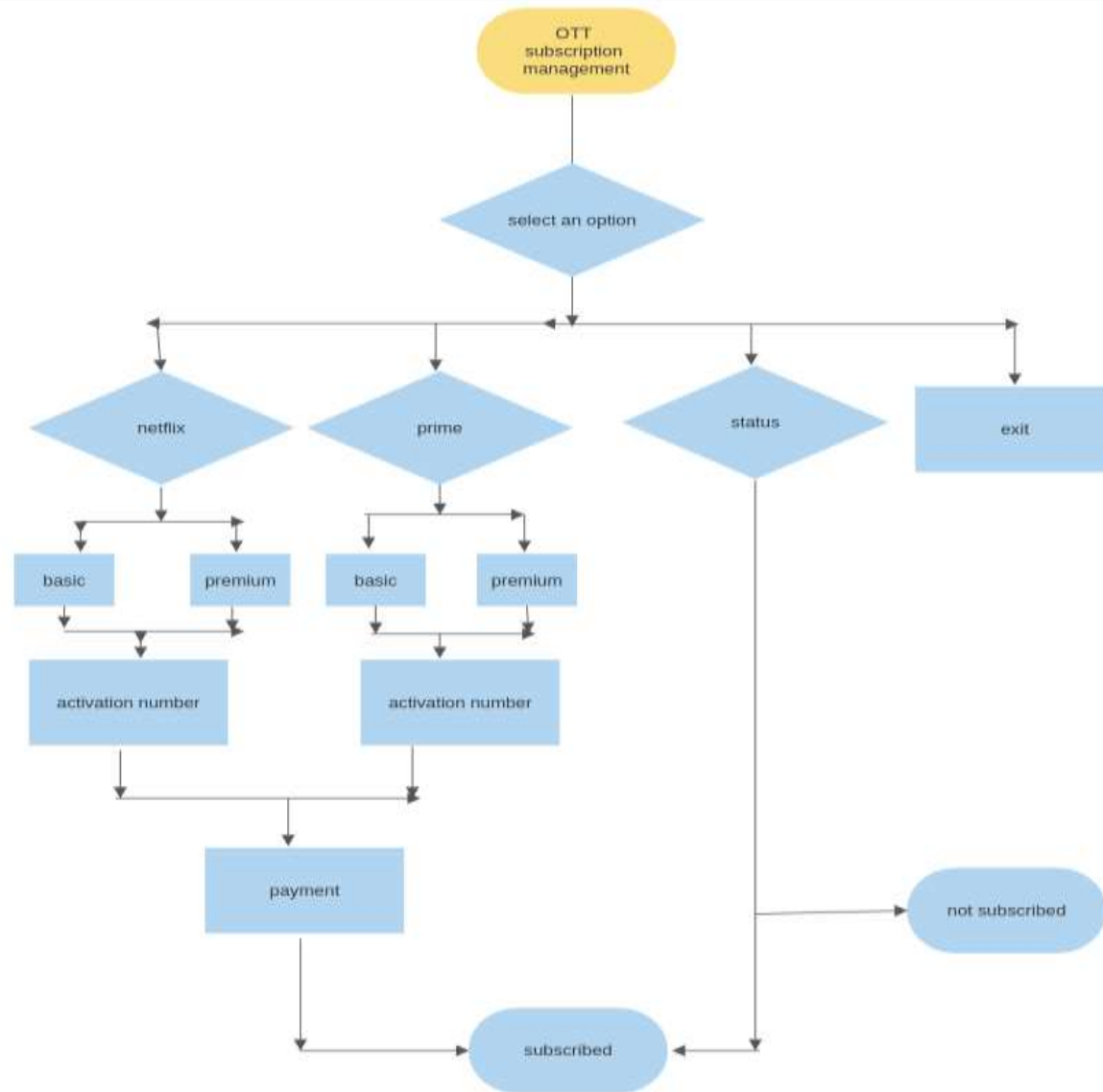
# OTT App Subscription Management System



# Introduction

- Introduction to the project:** The OTT App Subscription Management System is a C programming project that aims to manage subscriptions for Over-The-Top (OTT) streaming services.
- Purpose:** The project demonstrates the practical application of C programming in managing user subscriptions for popular streaming platforms.
- Significance:** Subscription management systems are common in the modern digital era, and this project provides a simplified example of how such systems can be implemented.

# Flow chart



# Project Overview

- Overview of Data Structures:** The project utilizes two main data structures, namely the User and App structures.
- User Structure:** It represents user subscription information, including subscription status, level, and activation code.
- App Structure:** It stores information about OTT apps, such as the app's name, Basic plan price, and Premium plan price.

# User Structure

- Subscribed**: A boolean indicating whether the user is currently subscribed.
- subscriptionLevel**: An integer ( 1: Basic, 2: Premium) representing the user's subscription level.
- activationCode**: A string used for user activation (either a number or email).

# App Structure

- name:** A string representing the name of the OTT app.
- Basic:** An integer indicating the price of the Basic subscription plan.
- Premium:** An integer indicating the price of the Premium subscription plan.

# Conclusion

- OTT App Subscription Management System demonstrates the power and versatility of C programming in solving real-world challenges. This project offers a glimpse into the intricate process of managing subscriptions for popular streaming services, such as Netflix and Amazon Prime Video.

THANK YOU