Bank Balance Project

```
#include <iostream>
#include <fstream>
#include <cstdlib>
#include <vector>
#include<map>
using namespace std;
#define MIN_BALANCE 500
class InsufficientFunds
{
};
class Account
{
private:
long accountNumber;
string firstName;
string lastName;
float balance;
static long NextAccountNumber;
public:
Account()
{
}
Account(string fname, string lname, float balance);
long getAccNo()
{
return accountNumber;
}
```

```
string getFirstName()
{
return firstName;
}
string getLastName()
{
return lastName;
}
float getBalance()
{
return balance;
}
void Deposit(float amount);
void Withdraw(float amount);
static void setLastAccountNumber(long accountNumber);
static long getLastAccountNumber();
friend ofstream & operator << (ofstream & ofs, Account & acc);
friend ifstream & operator >> (ifstream & ifs, Account & acc);
friend ostream & operator << (ostream & os, Account & acc);
};
long Account::NextAccountNumber = 0;
class Bank
{
private:
map < long, Account > accounts;
public:
Bank();
Account OpenAccount(string fname, string lname, float balance);
Account BalanceEnquiry(long accountNumber);
Account Deposit(long accountNumber, float amount);
Account Withdraw(long accountNumber, float amount);
```

```
void CloseAccount(long accountNumber);
void ShowAllAccounts();
~Bank();
};
int main()
{
Bank b;
Account acc;
int choice;
string fname, Iname;
long accountNumber;
float balance;
float amount;
cout << "***Banking System***" << endl;</pre>
do
{
cout << "\n\tSelect one option below:";</pre>
cout << "\n\t1 Open an Account";</pre>
cout << "\n\t2 Balance Enquiry";</pre>
cout << "\n\t3 Deposit";</pre>
cout << "\n\t4 Withdrawal";</pre>
cout << "\n\t5 Close an Account";</pre>
cout << "\n\t6 Show All Accounts";</pre>
cout << "\n\t7 Quit";</pre>
cout << "\nEnter your choice: ";</pre>
cin >> choice;
switch (choice)
{
case 1:
cout << "Enter First Name: ";</pre>
cin >> fname;
```

```
cout << "Enter Last Name: ";
cin >> Iname;
cout << "Enter initil Balance: ";
cin >> balance;
acc = b.OpenAccount (fname, lname, balance);
cout << endl << "Congradulation Account is Created" << endl;</pre>
cout << acc;
break;
case 2:
cout << "Enter Account Number:";</pre>
cin >> accountNumber;
acc = b.BalanceEnquiry (accountNumber);
cout << endl << "Your Account Details" << endl;</pre>
cout << acc;
break;
case 3:
cout << "Enter Account Number:";</pre>
cin >> accountNumber;
cout << "Enter Balance:";
cin >> amount;
acc = b.Deposit (accountNumber, amount);
cout << endl << "Amount is Deposited" << endl;</pre>
cout << acc;
break;
case 4:
cout << "Enter Account Number:";</pre>
cin >> accountNumber;
cout << "Enter Balance:";
cin >> amount;
acc = b.Withdraw (accountNumber, amount);
cout << endl << "Amount Withdrawn" << endl;</pre>
```

```
cout << acc;</pre>
break;
case 5:
cout << "Enter Account Number:";</pre>
cin >> accountNumber;
b.CloseAccount (accountNumber);
cout << endl << "Account is Closed" << endl;</pre>
cout << acc;
case 6:
b.ShowAllAccounts ();
break;
case 7:
break;
default:
cout << "\nEnter corret choice";</pre>
exit (0);
}
}
while (choice != 7);
return 0;
}
Account::Account (string fname, string lname, float balance)
{
NextAccountNumber++;
accountNumber = NextAccountNumber;
firstName = fname;
lastName = Iname;
this->balance = balance;
void Account::Deposit (float amount)
{
```

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balance += amount;
}
void Account::Withdraw (float amount)
{
if (balance - amount < MIN_BALANCE)</pre>
throw InsufficientFunds ();
balance -= amount;
}
void Account::setLastAccountNumber (long accountNumber)
{
NextAccountNumber = accountNumber;
}
long Account::getLastAccountNumber ()
{
return NextAccountNumber;
}
ofstream & operator << (ofstream & ofs, Account & acc)
{
ofs << acc.accountNumber << endl;
ofs << acc.firstName << endl;
ofs << acc.lastName << endl;
ofs << acc.balance << endl;
return ofs;
}
ifstream & operator >> (ifstream & ifs, Account & acc)
ifs >> acc.accountNumber;
ifs >> acc.firstName;
ifs >> acc.lastName;
ifs >> acc.balance;
return ifs;
```

```
}
ostream & operator << (ostream & os, Account & acc)
{
os << "First Name:" << acc.getFirstName () << endl;
os << "Last Name:" << acc.getLastName () << endl;
os << "Account Number:" << acc.getAccNo () << endl;
os << "Balance:" << acc.getBalance () << endl;
return os;
}
Bank::Bank ()
{
Account account;
ifstream infile;
infile.open ("Bank.data");
if (!infile)
{
//cout<<"Error in Opening! File Not Found!!"<<endl;
return;
}
while (!infile.eof ())
{
infile >> account;
accounts.insert (pair < long, Account > (account.getAccNo (), account));
}
Account::setLastAccountNumber (account.getAccNo ());
infile.close ();
}
Account Bank::OpenAccount (string fname, string lname, float balance)
{
ofstream outfile;
Account account (fname, lname, balance);
```

```
accounts.insert (pair < long, Account > (account.getAccNo (), account));
outfile.open ("Bank.data", ios::trunc);
map < long, Account >::iterator itr;
for (itr = accounts.begin (); itr != accounts.end (); itr++)
{
outfile << itr->second;
}
outfile.close ();
return account;
}
Account Bank::BalanceEnquiry (long accountNumber)
{
map < long, Account >::iterator itr = accounts.find (accountNumber);
return itr->second;
}
Account Bank::Deposit (long accountNumber, float amount)
{
map < long, Account >::iterator itr = accounts.find (accountNumber);
itr->second.Deposit (amount);
return itr->second;
}
Account Bank::Withdraw (long accountNumber, float amount)
{
map < long, Account >::iterator itr = accounts.find (accountNumber);
itr->second.Withdraw (amount);
return itr->second;
}
void Bank::CloseAccount (long accountNumber)
map < long, Account >::iterator itr = accounts.find (accountNumber);
cout << "Account Deleted" << itr->second;
```

```
accounts.erase (accountNumber);
}
void Bank::ShowAllAccounts ()
{
map < long, Account >::iterator itr;
for (itr = accounts.begin (); itr != accounts.end (); itr++)
{
cout << "Account " << itr->first << endl << itr->second << endl;</pre>
}
}
Bank::~Bank ()
{
ofstream outfile;
outfile.open ("Bank.data", ios::trunc);
map < long, Account >::iterator itr;
for (itr = accounts.begin (); itr != accounts.end (); itr++)
{
outfile << itr->second;
}
outfile.close ();
}
```