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Project Name:

The Wallet is our project name, this is a simple C program along with Insert, Bubble sort and Delete operation.

Description:

This project is all about some *Data Structure* operations like *Insert* Operation, *Delete* Operation and *Bubble sort* Operation.

In this project Users can store a number of elements in the array, which we are describing as Wallet. In the wallet user can store *Notes* or *Money*. For storing notes/ money first the user has to define the number of the notes/money he wants to put in. After defining that program will ask the user to provide each notes value. Program will take the values and store them in the array. If a user wishes to delete an element from the array he has to trigger the “Spend from wallet” function, and in that function program will show all the elements and will ask the user which element he wants to delete. Also if the user want to view his wallet he has to choose the “My wallet” function from the main menu, and at last if the user wants to exit the program he have to choose the “Exit” function from the main menu.

Show Menu:

```
Hi, what would you like to do? press the digit to operate

        Add to wallet           -> 1
        My Wallet               -> 2
        Spend from wallet       -> 3
        Exit                    -> 4

Enter your choice :
```

Here we are asking the user what he would like to do?

To operate the program users have to press the option digit and enter to start the operation.

The *getInput()* function

```
Enter your choice :1

Add to wallet
-------------
Please enter the number of note you want to put in:3
     Please enter the value of your 1 note:50
  Please enter the value o
f your 2 note:10
  Please enter the value of your 3 note:5
 Your notes has been stored successfully.
 what would you like to do next?


        Add to wallet           -> 1
        My Wallet               -> 2
        Spend from wallet       -> 3
        Exit                    -> 4

Enter your choice :
```

If the user press "1", "Add to wallet" or the *getInput()* function will be execute. If user already have stored elements in the array this function will execute *insertData(int start, int limit)* function with the parameter as length of the current array and current array + new limit, else if user is inserting the data for the first time start will be '0' and limit will the number of elements he wants to put in.

The *showWallet()* function

```
Enter your choice :2
 Here is the list of your notes
| Sl |    | Note |
| 1 |     | 5 |
| 2 |     | 10 |
| 3 |     | 50 |


        Add to wallet           -> 1
        My Wallet               -> 2
        Spend from wallet       -> 3
        Exit                    -> 4

Enter your choice :
```

If the user press "2", "My Wallet" or the *showWallet()* function will be execute. In this function all the elements of the array will be sorted accedingly using the bubble sort operation. After the elements are sorted it will print the elements by given format.

the *spend()* **function**

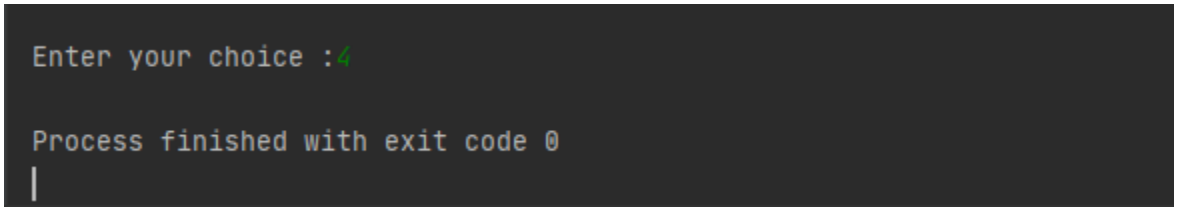
```
Enter your choice :3
 Here is the list of your notes
| Sl |    | Note |
| 1 |     | 5 |
| 2 |     | 10 |
| 3 |     | 50 |
Please press the serial number of the note you want to spend:2
 After spending here is the list of your notes:
| Sl |    | Note |
| 1 |     | 5 |
| 2 |     | 50 |


        Add to wallet           -> 1
        My Wallet               -> 2
        Spend from wallet       -> 3
        Exit                    -> 4

Enter your choice :
```

If user press "3", "Spend from wallet" or the *spend()* function will be execute. In this function program will ask the user which note he want to spend. After providing a valid input program will erase that element from the array.

The *insertData(int start, int limit)* function

In this function program will ask the user to enter each notes value. It takes the input and stores into the *walletAry* which is an integer type array. After storing the value successfully "isAryDefined" variable store as boolean value true, and the arySize variable will contain the length of the array and finally it will show the main menus.

The Exit



If a user wishes to leave the program he have to press "4".