

International Institute of Information Technology, Bangalore

CS-513 System Software Mini Project

Title: Design and Development of Banking Management System

Submitted by: MT2025114 Shikhar Bhadreshkumar Mutta

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## PROJECT REPORT

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### 1. INTRODUCTION

The Banking Management System (BMS) is a client-server application designed to simulate the operations of a banking institution.

It provides functionalities for customers, employees, managers, and administrators with secure and concurrent access to shared resources.

The project emphasizes the use of system-level programming concepts such as sockets, file management, and synchronization mechanisms.

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### 2. OBJECTIVES

- Implement a secure and role-based banking system.
- Ensure concurrency and synchronization using semaphores and file locking.
- Maintain ACID properties across all financial transactions.

- Demonstrate modularity and use of inter-process communication.
- Provide a scalable file-based database structure.

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### 3. SYSTEM ARCHITECTURE

The architecture follows a client-server model, where the server handles multiple client connections concurrently.

Each client represents a user role (Customer, Employee, Manager, Administrator).

Clients communicate with the server using TCP sockets.

The server performs operations like deposits, withdrawals, transfers, and loan processing while ensuring synchronization and security.

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### 4. MODULE DESCRIPTION

#### 4.1 CUSTOMER MODULE

- Login and authentication
- Deposit and withdraw funds
- Transfer funds between accounts
- Apply for loans and view transaction history
- Change password and logout

#### 4.2 EMPLOYEE MODULE

- Login and authentication
- Add and modify customer details

- Process and approve/reject loans
- View customer transactions and loan requests

#### 4.3 MANAGER MODULE

- Activate/deactivate accounts
- Assign loan applications to employees
- Review customer feedback

#### 4.4 ADMINISTRATOR MODULE

- Manage employee and customer accounts
- Add or modify users and their roles
- System-wide monitoring and configuration

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### 5. TECHNOLOGIES USED

- Programming Language: C
- Platform: Linux / UNIX
- System Calls: open(), read(), write(), lseek(), fcntl()
- Synchronization: File locks, semaphores
- Communication: Socket programming
- Build Tool: Makefile

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### 6. IMPLEMENTATION DETAILS

- File-based storage for data persistence.
- Each user operation triggers read/write operations protected by locks.

- All I/O operations are performed using system calls, not standard I/O libraries.
- Multiple clients can operate concurrently without data corruption.
- Passwords are stored securely, and only one active session per user is permitted.

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## 7. CONCURRENCY AND SYNCHRONIZATION

The project handles concurrent operations using file-level locking mechanisms.

When multiple clients perform transactions on the same account, locks prevent race conditions.

Semaphores ensure mutual exclusion during critical operations.

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## 8. EVALUATION CRITERIA

- Working Code for all user modules.
- Proper synchronization ensuring ACID properties.
- UML Diagrams: Class, Component, and Sequence diagrams.
- Demonstration of concurrency and system-level programming.

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## 9. UML DIAGRAMS (SUMMARY)

- Class Diagram: Represents entities and their attributes (Customer, Employee, Manager, Administrator).
- Component Diagram: Shows interactions between clients and the server.
- Sequence Diagram: Depicts transaction processes such as fund transfer.

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## 10. TESTING AND VALIDATION

- Unit testing for each module (Customer, Employee, Manager, Administrator).
  - Concurrent client testing to ensure data integrity.
  - Validation of all functionalities per requirements.
  - Verified correctness of transactions and synchronization mechanisms.
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## 11. RESULTS AND DISCUSSION

The Banking Management System successfully simulates a realistic banking environment.

It demonstrates concurrency, synchronization, and role-based access control.

All transactions satisfy ACID properties and operate without race conditions.

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## 12. FUTURE ENHANCEMENTS

- Integrate a relational database (MySQL/PostgreSQL).
  - Develop a web-based GUI for better user experience.
  - Implement encryption for all stored data.
  - Add automated report generation and analytics dashboard.
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## 13. CONCLUSION

The project fulfills the core objectives of the course demonstrating system programming concepts in a realistic application.

It effectively shows synchronization, concurrent file access, and secure role-based operations in a multi-user environment.

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## 14. REFERENCES

- Linux Man Pages (System Calls Documentation)
- TCP/IP Socket Programming Guide
- IIIT Bangalore Course Material on System Software