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Problem Statement: **Dynamic Memory Management** in a Mini Banking System

You are tasked with implementing a simple banking system in C that uses dynamic memory management to handle multiple customer accounts. Each customer has the following details:

- Name: The customer's full name.
- Account Number: A unique identifier for the customer's account.
- Account Balance: The current balance in the customer's account.
- **Transaction History**: A list of transactions (deposits/withdrawals) performed by the customer, where each transaction includes a description.

Requirements:

- 1. **Dynamic Memory Allocation**: You must use pointers to dynamically allocate memory for customer details and transaction history.
- 2. **Customer Structure**: Design a Customer structure with the following fields:
 - o char* name: A pointer to dynamically allocated memory for the customer's name.
 - o int account number: A unique integer representing the account number.
 - float balance: The account balance as a floating-point number.
 - char** transaction_history: A pointer to an array of strings that stores transaction descriptions.
 - int transaction count: The number of transactions recorded for the customer.

3. Functions to Implement:

- create_customer(): Dynamically allocates memory for a new customer, including the customer's name and an empty transaction history.
- update balance(): Updates the account balance (either deposit or withdrawal).
- o add_transaction(): Adds a transaction to the customer's transaction history.
- print_customer_info(): Displays all the information about a customer, including the transaction history.
- free customer(): Frees all dynamically allocated memory for a customer.
- 4. **Transaction History Management**: The system should store transaction records dynamically. If the maximum allowed number of transactions is reached, no more transactions can be added for that customer.
- 5. **Memory Management**: Properly manage memory allocation and deallocation to avoid memory leaks.

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Example Workflow:

• Create Customer: A user creates a new customer with their name, account number, and initial balance.

- **Update Balance**: The user deposits or withdraws money, updating the balance.
- **Transaction Recording**: Every time a deposit or withdrawal occurs, the system logs the transaction with a description.
- **Display Information**: The system can display the customer's details and their transaction history at any time
- Free Memory: When a customer is no longer needed, all allocated memory should be freed.