DAV Centenary Public School

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XII-A

***Computer Science Project On Bank Management System***

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***Acknowledgement***

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I would also like to thank MRS.MANJU MALIK,our principal for her invaluable support by providing latest lab facilities and guidance.

With Regards,

Snehal Gupta

XII-A

This is to certify that ***SNEHAL GUPTA*** of class XII-A of DAV Centenary Public School ,Paschim Enclave ,New Delhi has successfully completed the project on–

***Certificate***

***BANK MANAGEMENT SYSTEM***

For class XII practical examination of computer science under guidance of Mrs.Manisha Arora,Computer Department during the academic session 2015-2016.

Teacher

(Mrs.Manisha Arora)

***Introduction***

Most computers work with files. A file is a bunch of bytes stored on some storage device like tape or magnetic disk etc.

In C++ file input/output facilities are implemented through a component header file of C++ standard library. This file is fstream.h. Library predefines a set of operations for handling file related to input and output.The classes defined inside fstream.h are derived from classes under iostream.h.

***Data Files***

The data files are the files that store data pertaining to a specific application for later use. The data files can be stored in two ways:

1. **Text file:**

It stores information in ASCII characters. In text files each line is terminated with a special character known as EOL (End of Line) character.

1. **Binary file:**

It is just that contains information in the same format in which the information is held in memory. In binary file there is no delimiter for a line.

***Opening Files***

* ***By using constructor***

To open datafile, as an input file, a file stream object of input type i.e., ifstream type must be created:

*ifstream input file (“datafile”)*

* ***By using open() function***

This is used when multiple files are to be opened. If the situation requires simultaneous processing of two files, then you need to create a separate stream. For instance,

*ifstream f1;//create an input stream*

*f1.open(“master.dat”)//associate f1 with file master.dat*

***Closing Files***

The close function accomplishes this task and it takes the following general form:

*stream\_object.close();*

Example- *f1.close();*

***Header Files Used In The Program***

* #include <iostream.h>
* #include <fstream.h> //for reading and writing
* #include <process.h>
* #include <string.h>
* #include <stdlib.h>
* #include <stdio.h>
* #include <ctype.h>
* #include <conio.h>
* #include <dos.h>

***Methodology Adopted***

The methodology adopted here is Inheritance or also popularly called Modular Programming Approach.

In structure design, a program is segmented into small, independent modules. These are arranged in a hierarchy that approximates a model of the business area and organized in a top down manner with the details shown at the bottom.

Thus in structured design, we try to minimize the complexity of the problem and make it manageable by sub-dividing it into smaller segments that is called Modularism or Inheritance.

***Hardware and software requirements***

* The disks for the installation of Turbo C++.
* A personal computer having Pentium processor.
* C++ compatible operating system like MS-DOS, etc.
* Any secondary (writable) media having minimum 2MB of free space.
* System having RAM according to operating system specification.
* This project takes up a space to 1MB.
* VGA display card.