*Header files used in the program*

#include <stdio.h>

FUNCTIONS:

**(printf, scanf, gets, puts, getchar, fflush)**

#include <stdlib.h>

FUNCTIONS:

**(srand, rand, exit, system)**

#include <string.h>

FUNCTIONS:

**(strcat, strlen, strcpy, strcmp)**

#include <math.h>

FUNCTIONS:

**(ceil, sqrt, pow, log, exp)**

#include <conio.h>

FUNCTIONS:

**(getch(), clrscr())**

#include <time.h>

FUNCTIONS:

**(time())**

#include <ctype.h>

FUNCTIONS:

**(isdigit)**

#include <windows.h>

FUNCTIONS:

**(sleep())**

*GOTOXY:*

void gotoxy (int x, int y) {

    COORD c;

c.X = x;

c.Y = y;

SetConsoleCursorPosition(GetStdHandle(STD\_OUTPUT\_HANDLE), c);

}

We have taken this function from google its basic use is to move the cursor to a specific point (Used mainly for presentation of the program and it is done with precision by running and correcting mainly times)

*Enum:*

An enum is a datatype that contains fixed set of constants.

(SUCCESS, FAIL) defined beforehand in enum AS:

enum Status

{

SUCCESS,

FAIL

};

enum Status adminID;

enum Status adminPass;

enum Status accountNoGenerated;

enum Status customerID;

enum Status customerPass;

enum Status accountFound;

*COLOUR:*

Another code we took from the google is setcolour to put color into the program interface and make it more interactive.

void Set Color (int ForgC)

{

WORD wColor;

HANDLE hStdOut = GetStdHandle(STD\_OUTPUT\_HANDLE);

CONSOLE\_SCREEN\_BUFFER\_INFO csbi; //We use csbi for the wAttributes word.

if (GetConsoleScreenBufferInfo(hStdOut, &csbi)) {

//Mask out all but the background attribute, and add in the foreground color

wColor = (csbi. WAttributes & 0xF0) + (ForgC & 0x0F);

SetConsoleTextAttribute(hStdOut, wColor);

}

}

*STRUCT:*

A struct (or structure) is a collection of variables (can be of different types) under a single name.

struct CustomerInfo customer;

struct SenderInfo sender;

struct ReceiverInfo receiver;

struct AdminInfo admin;

struct Update update;

struct CurrencyInfo currency;

**These are some of the structure are coded in which a list of variables is defined.**

// general structure

struct CustomerInfo

{

int acountNo; // 6 digit

char firstName[15]; // max 15 characters

char lastName[15]; // max 15 characters

int age; // 2 digits >= 18

char contactNumber[11]; // exactly 11

characters

int accountStatus; // 0 - blocked,

1 – active

int amount; // max 20 digits

char password[9];

};

struct Update

{

int acountNo; // 6 digit

char firstName[15]; // max 15 characters

char lastName[15]; // max 15 characters

int age; // 2 digits >= 18

char contactNumber[11]; // exactly 11

characters

int accountStatus; // 0 - blocked,

1 - active

int amount; // max 20 digits

char password[9];

};

/\* for money transfer structures \*/

// sender

struct SenderInfo

{

int acountNo;

char firstName[15];

char lastName[15];

int age;

char contactNumber[11];

int accountStatus;

int amount;

char password[9];

};

// receiver

struct ReceiverInfo

{

int acountNo;

char firstName[15];

char lastName[15];

int age;

char contactNumber[11];

int accountStatus;

int amount;

char password[9];

};

struct AdminInfo

{

int id;

char firstName[15];

char lastName[15];

char password[9];

};

struct CurrencyInfo

{

int cNo;

char first[11];

char last[11];

char code[4];

float rate;

}

*FUNCTION MADE TO ORGANIZE THE PROGRAM:*

// function prototypes

void gotoxy (int x, int y);

void currentDateAndTime ();

int mainMenu ();

void loginAsAdmin ();

void createNewAccount ();

int generateAccountNumber ();

void loginAsCustomer ();

void customerPortal ();

void depositMoney ();

int customerPortalMenu ();

void loading Animation ();

void withdraw Amount ();

void transfer Amount ();

void delete Account ();

int integerInputOnly();

void viewTransactionHistory();

void viewCurrencyRates();

void adminDeleteAccount();

void adminPortal();

int adminPortalMenu();

void viewCurrentAccInfo();

void aboutUs();

void updateCurrencyRates();

*FILING AND DIRECTING THE PATH WITH POINTERS:*

*FILE \*fp;*

*FILE \*temp;*

*FILE \*transaction;*

*FILE \*backup;*

**The Main of the program:**

int main()

{

int mainMenuChoice;

while (1)

{

mainMenuChoice = mainMenu (); **here mainMenu is used**

**to access the**

**interface. (FUNCTION)**

switch (mainMenuChoice)

{

case 1:

system("cls");

system("title Admin Login");

loginAsAdmin();

break;

case 2:

system("cls");

system("title Customer Login");

loginAsCustomer();

break;

case 3:

system("cls");

system("title Create New Account");

createNewAccount();

break;

case 4:

system("cls");

system("title Today's Currency Rates");

viewCurrencyRates();

break;

case 5:

system("cls");

System-("About Us");

aboutUs();

break;

case 6:

system("cls");

gotoxy(40, 20);

printf("Thankyou for using our service, :)");

Sleep(2000);

exit(0);

break;

default:

system("cls");

system("title ERROR :(");

gotoxy(0, 0);

system("color 04");

printf("Wrong choice entered, try again! \a");

Sleep(1500);

break;

}

}

return 0;

}

Now the program will keep running with the help of while loop until default switch case or case 6 aren’t entered. Here default and case 6 both are using sleep (): The sleep() function will return void which means it will not return anything and the use for it to display a code on the screen for given number of time***.***

***Here the main menu will go back to the main body and display the interface***

int mainMenu()

{

int choice;

system("color 0F");

system("cls");

system("title FAST NUCES BANK - MAIN MENU");

gotoxy(0, 0);

SetColor(10);

currentDateAndTime();

gotoxy(32, 3);

SetColor(11);

printf("\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2 FAST-NUCES BANK \xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2");

Loop are used to produce a menu with gotoxy

for (i = 1; i <= 7; i++)

{

gotoxy(31, 3 + i);

printf("|");

}

for (i = 1; i <= 7; i++)

{

gotoxy(91, 3 + i);

printf("|");

}

for (i = 1; i <= 60; i++)

{

gotoxy(31 + i, 11);

printf("-");

}

SetColor(15);

gotoxy(33, 5);

printf("1. Login as Admin");

gotoxy(33, 6);

printf("2.Login as Customer");

gotoxy(33, 7);

printf("3.Create new account");

gotoxy(33, 8);

printf("4. Check today'currency

rates");

gotoxy(33, 9);

printf("5. About Us");

gotoxy(33, 10);

printf("6. Exit");

gotoxy(32, 15);

printf("Enter your choice: ");

fflush(stdin);

scanf("%d", &choice);

return choice;

}

FUNCTION WHICH IS DEFINED TO SHOW THE CURENT DATE AND TIME:

void currentDateAndTime ()

{

time\_t t; // not a primitive datatype

time(&t);

printf("%s", ctime(&t));

}

***CASE 1 OF SWITCH(mainMenuchoice):***

void **loginAsAdmin()**

{

adminID = FAIL;

adminPass = FAIL;

int id;

char password[9];

printf("Enter ID: ");

fflush(stdin);

scanf(" %d", &id);

system("cls");

fp = fopen("admin.txt", "r");

fseek(fp, 0, SEEK\_SET);

if (fp == NULL)

{

system("cls");

perror("Error");

exit(1);

}

while(fscanf(fp,"%6d %15s %15s %8s\n", &admin.id, admin.firstName, admin.lastName,admin.password)!= EOF)

{

if (id == admin.id)

{

adminID = SUCCESS;

printf("Enter password: ");

for (i = 0; i <= 7;)

{

ch = getch();

if ((ch >= 'a' && ch <= 'z') ||

(ch >= 'A' && ch <= 'Z') ||

(ch >= '0' && ch <= '9') ||

(ch >= 33 && ch <= 47))

{

password[i] = ch;

ch = '\*';

printf("%c", ch);

i++;

}

}

password[8] = '\0';

if((strcmp(password,admin.password)) == 0)

{

adminPass = SUCCESS;

system("cls");

fclose(fp);

loadingAnimation();

adminPortal();

break;

}

}

}

Fclose(fp);

if (adminID == FAIL)

{

system("cls");

printf("This ID does not exists, try

again \a");

Sleep(1500);

system("cls");

loginAsAdmin();

}

if (adminPass == FAIL)

{

system("cls");

printf("Wrong Password, try

again \a");

Sleep(1500);

system("cls");

loginAsAdmin();

}

}

***Explanation:***

Firstly, when login in as admin

adminID will reset then enter the ID of the admin then check the ID in the file(admin.txt) Then scan the entire file until EOF. If the id exists, then admin will enter his password in an array. If password matches the password saved in admin file, then give excess to **adminPortal ().** If admin password or admin id is not active or is not correct then recall the same function **loginAsAdmin()** keep entering admin id and password until it matches thein the admin file .txt

when both condition are fulfilled close the admin .txt file.

void **adminPortal()**

{

system("cls");

int adminPortalChoice, id = admin.id;

while (1)

{

fp = fopen("admin.txt", "r");

fseek(fp, 0, SEEK\_SET);

while (fscanf(fp, "%6d %15s %15s %8s\n", &admin.id, admin.firstName, admin.lastName, admin.password) != EOF)

{

if (id = admin.id)

{

break;

}

}

fclose(fp);

adminPortalChoice =adminPortalMenu();

switch (adminPortalChoice)

{

case 1:

system("color 0B");

system("cls");

printf("Name:%s%s\n",admin.firstName, admin.lastName);

printf("ID: %d\n", admin.id);

printf("\nPress any key to go to your portal\n");

getch();

break;

case 2:

system("cls");

viewCurrentAccInfo();

break;

case 3:

system("cls");

viewTransactionHistory();

break;

case 4:

system("cls");

adminDeleteAccount();

break;

case 5:

system("cls");

updateCurrencyRates();

break;

case 6:

system("cls");

createCustomerDataBaseBackupAnimation(); createCustomerDataBaseBackup();

break;

case 7:

main();

break;

default:

system("cls");

gotoxy(0, 0);

system("color 04"); printf("Wrong choice entered, try

again! \a");

Sleep(1500);

break;

}

}

}

***Explanation:***

Now after admin is successfully entered his id and password now he will have excess to different functions. Now after entering admin.txt will again be called to check which admin id is active at the time and then the file will close. After that the adminPortalChoice () will run explained in the next page:

**Case 1:** will lead to the active admin information

**Case 2:** will open account info of the customer

**Case 3:** will open the transaction history of the customers

**Case 4:** will give admin the power to delete customer accounts

All of these cases are explained in the further text.

**Case 5:** will update the currencies rate

**Case 6:** backup of database

**Case 7:** go back to the main interface

All of these cases code and explanation are given further below the text.

int **adminPortalMenu()**

{

int choice;

system("color 0F");

system("cls");

system("title ADMIN PORTAL");

gotoxy(0, 0);

currentDateAndTime();

gotoxy(0, 2);

printf("Welcome %s %s\n", admin.firstName, admin.lastName);

gotoxy(32, 5);

printf("\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2 FAST-NUCES BANK \xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2\xB2");

for (i = 1; i <= 12; i++)

{

gotoxy(31, 5 + i);

printf("|");

}

for (i = 1; i <= 12; i++)

{

gotoxy(91, 5 + i);

printf("|");

}

for (i = 1; i <= 60; i++)

{

gotoxy(31 + i, 18);

printf("-");

}

gotoxy(33, 7);

printf("1. View my information");

gotoxy(33, 9);

printf("2. View current accounts

information");

gotoxy(33, 11);

printf("3. View Transaction

History");

gotoxy(33, 13);

printf("4. Delete Account");

gotoxy(33, 15);

printf("5. Update Currency Rates");

gotoxy(33, 17);

printf("6. Create Customer Database Backup");

gotoxy(33, 19);

printf("7. Logout");

gotoxy(32, 21);

printf("Enter your choice: ");

fflush(stdin);

scanf(" %d", &choice);

return choice;

}

***Explanation:***

**Now again we will use gotoxy to code the interface of admin menu same as we did in the bank interface and return the chosen option.**

void **viewCurrentAccInfo()**

{

fp = fopen("customer.txt", "r");

if (fp == NULL)

{

perror("Error");

}

fseek(fp, 0, SEEK\_SET);

system("cls");

printf("Account Number First Name Last Name Age Status Amount \n\n");

while (fscanf(fp, "%6d %15s %15s %2d %11s %d %9d %8s\n", &update.acountNo, update.firstName, update.lastName, &update.age, update.contactNumber, &update.accountStatus, &update.amount, update.password) != EOF)

{

printf("%-14d %-15s %-15s %-3d %6s %-9d\n", update.acountNo, update.firstName, update.lastName, update.age, update.accountStatus == 0 ? "Active" : "Blocked", update.amount);

}

printf("\n\nPress any key to continue ");

getch();

fclose(fp);

}

***Explanation:***

Admin has the excess to the customer info so we will then open the customer.txt file where all the information is being stored detail codes and explanation is in case 2 of (mainMenuchoice) and then all customer’s basic information will be printed as we will print each line of the file by loop until the end of file.

void **viewTransactionHistory()**

{

char transactionType[10];

transaction = fopen("transaction\_history.txt", "r");

fseek(fp, 0, SEEK\_SET);

system("cls");

printf("Account Number First Name Last Name Amount Type \n\n");

while (fscanf(transaction, "%6d %15s %15s %9d %s\n", &update.acountNo, update.firstName, update.lastName, &update.amount, transactionType) != EOF)

{

printf("%14d %15s %15s %9d %s\n", update.acountNo, update.firstName, update.lastName, update.amount, transactionType);

}

printf("\n\nPress any key to continue ");

getch();

fclose(transaction);

}

***Explanation:***

Admin also have excess to all the transactions of the customers for this we will open transaction.txt file and print all the transaction with the help of loop till the end of file.

void **adminDeleteAccount**()

{

int accountNoToDelete, accountFound = 0;

system("cls");

printf("Enter account number to delete: ");

fflush(stdin);

scanf("%d", &accountNoToDelete);

fp = fopen("customer.txt", "r");

while (fscanf(fp, "%6d %15s %15s %2d %11s %d %9d %8s\n", &update.acountNo, update.firstName, update.lastName, &update.age, update.contactNumber, &update.accountStatus, &update.amount, update.password) != EOF)

{

if (update.acountNo == accountNoToDelete)

{

accountFound = 1;

break;

}

}

fclose(fp);

if (accountFound == 0)

{

system("cls");

SetColor(4);

printf("\aAccount does not exists");

Sleep(1000);

system("color 0F");

goto doNothing;

}

if (update.amount >= 0)

{

printf("Are you sure you want to delete this account? [y,n]: ");

fflush(stdin);

ch = getche();

if (ch == 'y' || ch == 'Y')

{

fp = fopen("customer.txt", "r");

temp = fopen("temp.txt", "w");

if (fp == NULL || temp == NULL)

{

perror("Error");

Sleep(1000);

}

fseek(fp, 0, SEEK\_SET);

while (fscanf(fp, "%6d %15s %15s %2d %11s %d %9d %8s\n", &update.acountNo, update.firstName, update.lastName, &update.age, update.contactNumber, &update.accountStatus, &update.amount, update.password) != EOF)

{

if (update.acountNo != accountNoToDelete)

{

fprintf(temp, "%-6d %-15s %-15s %-2d %-11s %-d %-9d %-8s\n", update.acountNo, update.firstName, update.lastName, update.age, update.contactNumber, update.accountStatus, update.amount, update.password);

}

}

fclose(fp);

fclose(temp);

remove("customer.txt");

rename("temp.txt", "customer.txt");

system("cls");

Sleep(2000);

adminPortal();

}

else if (ch == 'n' || ch == 'N')

{

system("cls");

adminPortal();

}

else

{

printf("Wrong choice entered, please enter a valid choice");

system("cls");

Sleep(1000);

adminDeleteAccount();

}

}

else

{

printf("You can not delete you account as you have negative balance\nPay the balance first to delete your account\n");

}

doNothing:

printf("Loading");

system("cls");

}

void updateCurrencyRates()

{

int cNoToUpdate, isFound;

float newRate;

char ch;

cNoToUpdate = 0;

isFound = 0;

viewCurrencyRates();

system("cls");

printf("Enter currency number to update: ");

fflush(stdin);

while (1)

{

ch = getch();

if (ch >= '0' && ch <= '9')

{

printf("%c", ch);

cNoToUpdate = (cNoToUpdate \* 10) + (ch - 48);

}

else if (ch == 13)

{

break;

}

}

fp = fopen("currency\_rates.txt", "a+");

while (fscanf(fp, "%2d %10s %10s %3s %6f\n", &currency.cNo, currency.first, currency.last, currency.code, &currency.rate) != EOF)

{

if (cNoToUpdate == currency.cNo)

{

isFound = 1;

break;

}

}

fclose(fp);

system("cls");

if (isFound == 1)

{

while (1)

{

printf("Enter new rates: ");

fflush(stdin);

scanf("%f", &newRate);

if (newRate > 0)

{

break;

}

else

{

system("cls");

printf("Error: Rates can not be negative");

Sleep(1000);

system("cls");

}

}

fp = fopen("currency\_rates.txt", "r");

temp = fopen("currencyTemp.txt", "w");

while (fscanf(fp, "%2d %10s %10s %3s %6f\n", &currency.cNo, currency.first, currency.last, currency.code, &currency.rate) != EOF)

{

if (currency.cNo == cNoToUpdate)

{

fprintf(temp, "%-2d %-10s %-10s %-3s %-6.2f\n", currency.cNo, currency.first, currency.last, currency.code, newRate);

}

else

{

fprintf(temp, "%-2d %-10s %-10s %-3s %-6.2f\n", currency.cNo, currency.first, currency.last, currency.code, currency.rate);

}

}

fclose(fp);

fclose(temp);

remove("currency\_rates.txt");

rename("currencyTemp.txt", "currency\_rates.txt");

}

else

{

printf("Error: Currency not found\n\nRedirecting");

Sleep(500);

}

}

void createCustomerDataBaseBackup(){

char fname[16];

char date[50];

char fileName[29] = "./backup/";

time\_t t; // not a primitive datatype

time(&t);

strcpy(date, ctime(&t));

fname[0] = date[0];

fname[1] = date[1];

fname[2] = date[2];

fname[3] = ' ';

fname[4] = date[4];

fname[5] = date[5];

fname[6] = date[6];

fname[7] = ' ';

fname[8] = date[8];

fname[9] = date[9];

fname[10] = ' ';

fname[11] = date[20];

fname[12] = date[21];

fname[13] = date[22];

fname[14] = date[23];

fname[15] = '\0';

strcat(fileName, fname);

strcat(fileName, ".txt");

backup = fopen(fileName,"w");

fp = fopen("customer.txt", "r");

while(fscanf(fp, "%6d %15s %15s %2d %11s %d %9d %8s\n", &update.acountNo, update.firstName, update.lastName, &update.age, update.contactNumber, &update.accountStatus, &update.amount, update.password) != EOF){

fprintf(backup, "%-6d %-15s %-15s %-2d %-11s %-d %-9d %-8s\n", update.acountNo, update.firstName, update.lastName, update.age, update.contactNumber, update.accountStatus, update.amount, update.password);

}

fclose(fp);

fclose(backup);

}

void createCustomerDataBaseBackupAnimation(){

int i;

system("cls");

system("color 09");

gotoxy(50, 10);

printf("Creating Backup");

gotoxy(40, 12);

printf("[");

gotoxy(78, 12);

printf("]");

gotoxy(41, 12);

for (i = 1; i <= 37; i++)

{

printf("%c", 177);

}

gotoxy(41, 12);

for (i = 1; i <= 37; i++)

{

Sleep(35);

printf("%c", 219);

}

gotoxy(0, 0);

system("cls");

system("color 0A");

printf("Backup Created Successfully");

Sleep(2000);

system("cls");

}

***CASE 2 OF SWITCH(mainMenuchoice):***

***CASE 3 OF SWITCH(mainMenuchoice):***

*This function (createNewAccount)will create a new account for the user and the function after execution will go back to the main body and in the third switch case of(mainMenuChoice)*

void **createNewAccount()**

{

char ch, choice; //variables

system("title CREATE NEW ACCOUNT"); customer.acountNo=generateAccountNu

-mber();

system("cls");

// FIRST LOOP:

do

{

system("cls");

printf("Enter your first name: ");

fflush(stdin);

scanf("%s", customer.firstName);

if(strlen(customer.firstName))>=15)

{

printf("\nLength of name must be less than or equal to 15 \a");

Sleep(1500);

}

} while

((strlen(customer.firstName))>=15);

//SECOND LOOP:

do

{

system("cls");

printf("Enter your last name: ");

fflush(stdin);

scanf("%s", customer.lastName);

if(strlen(customer.firstName))>=15)

{

printf("\nLength of name must be less than or equal to 15 \a");

Sleep(1500);

}

} while ((strlen(customer.lastName))>=15);

// THIRD LOOP:

do

{

system("cls");

printf("Enter your age: ");

fflush(stdin);

// scanf("%d", &customer.age);\*

customer.age = integerInputOnly();

if (customer.age<18||customer.age>99)

{

printf("\nPeople between the age 18 and 99 can only create an account\nTry Again! \a");

Sleep(1000);

}

}

While

(customer.age<18||customer.age>99);

// FOURTH LOOP:

do

{

system("cls");

printf("Enteryour phone number: ");

fflush(stdin);

scanf("%s",customer.contactNumber); if ((strlen(customer.contactNumber))

!=11)

{

printf("\nInvalidcontactnumber\a");

Sleep(1000);

}

}while ((strlen(customer.contactNumber)) !=11);

customer.accountStatus = 0;

customer.amount = 0;

system("cls");

printf("Enter your password (must be exactly 8 characters): ");

//FIVETH LOOP:

for (i = 0; i <= 7;)

{

ch = getch();

if ((ch >= 'a' && ch <= 'z') ||

(ch >= 'A' && ch <= 'Z') ||

(ch >= '0' && ch <= '9') ||

(ch >= 33 && ch <= 47))

{

customer.password[i] = ch;

ch = '\*';

printf("%c", ch);

i++;

}

}

customer.password[8] = '\0'; system("color 0B");

system("cls");

printf("Name: ");

printf("%s %s\n", customer.firstName, customer.lastName);

printf("Account Number : %d\n", customer.acountNo);

printf("Age : %d\n", customer.age);

printf("Contact Number : %s\n", customer.contactNumber);

printf("Account Status : %s\n", (customer.accountStatus == 0 ? "Active" : "Blocked"));

printf("Account Balance : %d\n", customer.amount);

printf("\nAre your sure you want to create your account: [y/n]: ");

while (1)

{

ch = getch();

if (ch == 'y' || ch == 'Y' || ch == 'n' || ch == 'N')

{

choice = ch;

printf("%c", ch);

break;

}

}

system("color 0F");

if (choice == 'y' || choice == 'Y')

{

fp = fopen("customer.txt", "a");

fprintf(fp, "%-6d %-15s %-15s %-2d %-11s %-d %-9d %-8s\n", customer.acountNo, customer.firstName, customer.lastName, customer.age, customer.contactNumber, customer.accountStatus, customer.amount, customer.password);

fclose(fp);

system("cls");

system("color 0A");

printf("AccountcreatedSuccesfully);

Sleep(1000);

}

}

***NOTE: in every loop fflush(stdin) is used to remove garbage values***

***Explanation for case 3:***

Firstly, when we make an account we need an account number for every user so we created ***generateAccountNumber()*** and stored **in *customer.accountNo***

Here generateAccountnumber is coded further in the text.

//First loop:

Now we will enter first name for that only 15 or less length names are accepted and stored in **customer.firstName**

//Second Loop:

Now we will enter last name for that only 15 or less length name are accepted and stored in **customer.lastName**

//Third Loop:

Now we will enter the age between 18-99 knowing that only integer value can be stored in **customer.age**

Here **integerinputonly()** is an other function explained in the end of text

//Fourth Loop:

Now enter your phone number which cannot exceed 11 digits and stored in ***customer.contactNumber.***

***//Fiveth Loop:***

After getting the basic information ask the user to enter password exactly of 8 character or digits

And then store the password in

***customer.password[i] = ch*** then **\***

is used to hide when a person is entering his passcode instead of just showing the as it is.

**customer.accountStatus = 0**

if is equal to 0 then the account would be active

**customer.amount = 0** this can be updated by excessing case 2.

Then we finalize this function by asking yes or no to create the account if said yes all the data obtained by the user will be stored in a file by using filing after storing we will close the file and we will be back to the main interface.

int **generateAccountNumber()**

{

int acc;

fp = fopen("customer.txt", "r");

check:

fseek(fp, 0, SEEK\_SET);

srand(time(0));

do

{

acc = (rand() % 1000) + 100000;

}

While(acc<100000 || acc> 99999);

while (fscanf(fp, "%6d %15s %15s %2d %11s %d %9d %8s\n", &customer.acountNo, customer.firstName, customer.lastName, &customer.age, customer.contactNumber, &customer.accountStatus, &customer.amount, customer.password) != EOF)

{

if (acc == customer.acountNo)

{

goto check;

}

else

{

goto ganend;

}

}

ganend:

fclose(fp);

return acc;

}

***Explanation for generateAccountNumber:***

We will save every account number generated and the data that we input in each account stored in a file and can be excessed by customer and admin to view all the information and credits.

If the account Number Entered in the program is equal to the account number generated for the user than the file will open and show all the information if not, then the file will not open and accountnumber will be asked again.

void **loginScreenAnimation()**

{

system("cls");

system("color 01");

printf("Loading");

for (i = 1; i <= 3; i++)

{

Sleep(500);

printf("\xB2");

}

system("cls");

system("color 0F");

}

***Explanation:***

This function is made to display a loading bar mainly for user interaction at by using sleep()

int **integerInputOnly()**

{

int x = 0;

char ch;

int count;

for (count = 1; count <= 2;)

{

ch = getch();

if (ch >= '0' && ch <= '9')

{

printf("%c", ch);

x = (x \* 10) + (ch - 48);

count++;

}

if (ch == 13)

{

break;

}

}

return x;

}

***Explanation:***

We are going to check the password to be an integer more than one time in this enter program so we made a function to check whether the password entered every time falls on the condition.

***CASE 4 OF SWITCH(mainMenuchoice):***

void viewCurrencyRates()

{

fp=fopen("currency\_rates.txt", "r");

system("cls");

system("color F0");

printf("Currency Symbol Rate\n");

while (fscanf(fp, "%10s %10s %3s %6f\n", currency.first, currency.last, currency.code, &currency.rate) != EOF)

{

printf("%-10s %-10s %6s %-6.2f\n", currency.first, currency.last, currency.code, currency.rate);

}

printf("\nPRESS ANY KEY TO CONTINUE\n");

getch();

fclose(fp);

system("color 0F");

}

***Explanation:***

Saving all the currencies rates in a file which can be excessed by the admin and can be changed according to international rates an easy option to view currience rate of other countries with respect to rupees. Used filing to open and checking the file until end of file before displaying the rates.

***CASE 5 OF SWITCH(mainMenuchoice):***

void aboutUs()

{

system("cls");

for (j = 21; j >= 0; j--)

{

if(j == 21){

system("color 01");

}

if(j == 19){

system("color 02");

}

if(j == 18){

system("color 03");

}

if(j == 17){

system("color 04");

}

if(j == 16){

system("color 05");

}

if(j == 15){

system("color 06");

}

if(j == 14){

system("color 07");

}

if(j == 13){

system("color 08");

}

if(j == 12){

system("color 09");

}

if(j == 11){

system("color 0A");

}

if(j == 10){

system("color 0B");

}

if(j == 9){

system("color 0C");

}

if(j == 8){

system("color 0D");

}

if(j == 7){

system("color 0E");

}

if(j == 6){

system("color 0F");

}

if(j == 5){

system("color 01");

}

if(j == 4){

system("color 02");

}

if(j == 3){

system("color 03");

}

if(j == 2){

system("color 0C");

}

if(j == 1){

system("color 0E");

}

if(j == 0){

system("color 0F");

}

system("cls");

gotoxy(40, j);

printf("THIS SYSTEM IS DESIGNED BY");

gotoxy(40, j + 1);

printf("Sufiyaan Usmani (21K-3195)");

gotoxy(40, j + 2);

printf("Ahsan Ashraf (21K-3186)");

gotoxy(40, j + 3);

printf("Qasim Hasan (21K-3210)");

gotoxy(40, j + 4);

printf("Talha Shaikh (21K-4546)");

gotoxy(0,0);

Sleep(200);

}

}

***Explanation:***

**Using gotoxy to print the name of team mates in making this bank management project and using system(to make it more presentable.**