OPERATING SYSTEMS LAB PROJECT

EG 301P - OPERATING SYSTEMS LAB

Design of Online Banking Management System

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1 Files

The following describes the files involved in making the Banking Management System:

1.1 records.h

This contains the structural information of each user or client who can access the Banking Management System.

1. User Account

- id: Unique ID assigned for each User.
- name: Name of the User.
- password: The password for the bank account.
- acc_num The account number assigned to each account.
- balance: The amount of Money left in the User bank account.

2. Joint-User Account

- id: Unique ID assigned for each User.
- name1: Name of the first User.
- name2: Name of the second User.
- password: The password for the bank account.
- acc_num The account number assigned to each account.
- balance: The amount of Money left in the User bank account.

3. Admin

- id: Unique ID assigned for each User.
- username: Name of the User.
- password: The password for the bank account.

1.2 db.h and db.c

These files help in creating a database for the server to work on. They create the following files:

- 1. User: This stores the record data of the User account.
- 2. Joint: This stores the record data of the Joint-User account.
- 3. Admin: This stores the record data of the Administrator's account.

1.3 client.h and client.c

These files helps in running the user as the client, which implies that that the queries made to the server come from this file. The User is allowed to the following depending on the type of the account.

1. User or Joint-User

- Deposit Money
- Withdraw Money
- Check Balance
- Change Password
- Exit

2. Admin

- Create Account
- Remove Account
- Modify Account
- Exit

1.4 server.h and server.c

These files run the server and handle all the server operations requested by the clients. The server carries out above mentioned functionalities and makes appropriate changes to the database.

2 Guidelines

To run the Bank Management System, you have to follow the steps given bellow:

- 1. Compile the db.c, server.c and client.c to output db, server and client. (gcc db.c -o db)
- 2. Run the db file to create a database. (./db)
- 3. Run the server on one terminal and client on other terminals to interact with server. (./server, ./client)