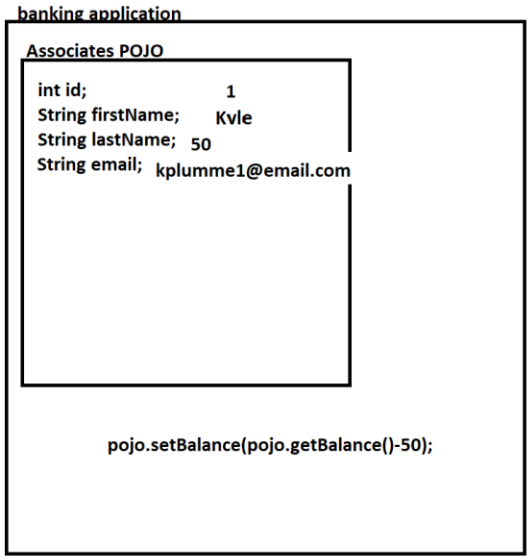
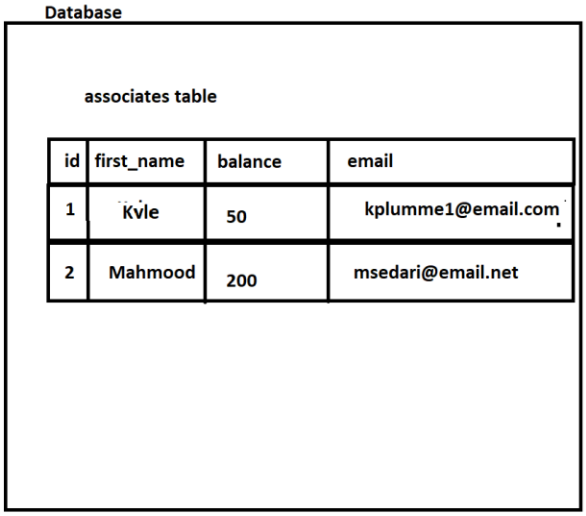
Class list (might not be 100% complete)

- Connection Manager – for connecting to db
- Repository Interface – for implementing in repository classes
- Once repository class for each POJO (AKA Model or Entity)
- One POJO (AKA model or Entity) for each database table, so probably 2
- Console Renderer
- One View class for each menu the user might interact with (main menu, login, register, withdraw, …)
- Custom List Interface – for the inheritance
- Custom List Class – inheriting from interface
- Maybe need a data store class to hold data

Project 0 steps to complete:

- Custom list
    - interface – done, copy paste from assignments in notes repo
    - choose array or linked and implement the 7 methods.
        - (unless we don't need a method, then forget it)
- JDBC persistence
    - start with the connection manager - conn string, properties file, and establishing the connection to the db. Just make sure you do the connection, and don't get an exception.
    - Move on to the simplest repo. Repo is the design pattern we went over Wednesday for persistence. The simplest repo is the one that corresponds to the simplest POJO.
        - You may even make up a super simple POJO just for this. Maybe a POJO with just an id, and a single string just for practice. Then move on to the real ones.
    - Aim to complete all 4 CRUD for one POJO/Repo, and then simply repeat this process. 80% or more of the code will be the same.
    - The easiest way to do POJO CRUD is to do what I did in class Wednesday, manipulate, store, and retrieve the whole POJO at once. So for instance if you need to withdraw money from an account:
        - Query the database for that account by calling Repository methods, and put those results into an Account POJO.
        - Make the change to the balance in java memory by using the Account POJO setter method.
        - Then save/update that POJO by calling the Repository's methods.
    - We may also need a few other queries, for instance one to get all accounts for a user…
- Console I/O
    - Steal the renderer class from Kyle, definitely comb through the code to understand
    - Build your Views. Most of your interaction with user via the console will happen here within the render() method.
    - Store your data somewhere, maybe in a data store class of some kind.
    - Make sure to register each view with the renderer in main method.
- Put a loop in the main method that runs as long as the renderer field "running" remains true.


banking application
Associates POJO
int id; 1
String firstName; Kvle
String lastName; 50
String email; kplumme1@email.com
pojo.setBalance(pojo.getBalance()-50);


Database
associates table
id
first_name
balance
email
1
Kvle
50
kplumme1@email.com
2
Mahmood
200
msedari@email.net