# Namespace BankBackend.Controllers Classes

<u>AccountController</u>

<u>UsersController</u>

# Class AccountController

Namespace: BankBackend.Controllers Assembly: BankBackend.dll [ApiController] [Route("[controller]")] public class AccountController : ControllerBase **Inheritance** object d ← ControllerBase d ← AccountController **Inherited Members** ControllerBase.StatusCode(int) degree , ControllerBase.StatusCode(int, object) degree , ControllerBase.Content(string) ☑ , ControllerBase.Content(string, string) ☑ , ControllerBase.Content(string, string, Encoding) ≥ , ControllerBase.Content(string, MediaTypeHeaderValue) . ControllerBase.NoContent() . , ControllerBase.Ok() d, ControllerBase.Ok(object) d, ControllerBase.Redirect(string) d, ControllerBase.RedirectPermanent(string) □ , ControllerBase.RedirectPreserveMethod(string) ♂ . ControllerBase.RedirectPermanentPreserveMethod(string) d., ControllerBase.LocalRedirect(string) ≥ , ControllerBase.LocalRedirectPermanent(string) ≥ , ControllerBase.LocalRedirectPreserveMethod(string) ≥ , ControllerBase.RedirectToAction() □ , ControllerBase.RedirectToAction(string) □ , ControllerBase.RedirectToAction(string, object) ✓, ControllerBase.RedirectToAction(string, string) ≥ , ControllerBase.RedirectToAction(string, string, string) ≥ , ControllerBase.RedirectToAction(string, string, object, string) ≥ , ControllerBase.RedirectToActionPreserveMethod(string, string, object, string) , ControllerBase.RedirectToActionPermanent(string) ≥ , <u>ControllerBase.RedirectToActionPermanent(string, object)</u> , <u>ControllerBase.RedirectToActionPermanent(string, string)</u> ✓ , ControllerBase.RedirectToActionPermanent(string, string, string) ✓, ControllerBase.RedirectToActionPermanent(string, string, object) ✓, ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string) ,

 $\underline{ControllerBase.RedirectToRoute(string)} \, \underline{\square} \, \, , \, \underline{ControllerBase.RedirectToRoute(object)} \, \underline{\square} \, , \, \underline{ControllerBase.RedirectToRoute(object)} \, \underline{\square} \, \, , \, \underline{$ 

```
ControllerBase.RedirectToRoute(string, object) □,
ControllerBase.RedirectToRoute(string, string) ,
ControllerBase.RedirectToRoute(string, object, string) ≥ ,
ControllerBase.RedirectToRoutePreserveMethod(string, object, string) ≥ ,
ControllerBase.RedirectToRoutePermanent(string) □ ,
ControllerBase.RedirectToRoutePermanent(object) ♂,
ControllerBase.RedirectToRoutePermanent(string, object) ≥ ,
ControllerBase.RedirectToRoutePermanent(string, string) ≥ ,
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string) ,
ControllerBase.RedirectToPage(string) ≥ , ControllerBase.RedirectToPage(string, object) ≥ ,
ControllerBase.RedirectToPage(string, string) ≥ ,
ControllerBase.RedirectToPage(string, string, object) ≥ ,
ControllerBase.RedirectToPage(string, string, string) ≥ ,
ControllerBase.RedirectToPage(string, string, object, string) \( \text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\ting}}}}}}} \end{ent}}}}}}}}} \end{ent}} \} \} \end{ent}
ControllerBase.RedirectToPagePermanent(string) □ ,
ControllerBase.RedirectToPagePermanent(string, object) ≥ ,
ControllerBase.RedirectToPagePermanent(string, string) ≥ ,
ControllerBase.RedirectToPagePermanent(string, string, string) ≥ ,
<u>ControllerBase.RedirectToPagePermanent(string, string, object, string)</u> ,
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string) \( \text{\text{\text{\text{\text{ring}}}} \) \( \text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\ting}}}}}}}}} \end{end}} } } } } } } \} } \} \} \}
ControllerBase.File(byte[], string) degree , ControllerBase.File(byte[], string, bool) degree ,
ControllerBase.File(byte[], string, string) ≥ ,
ControllerBase.File(byte[], string, string, bool) ≥ ,
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue) ,
<u>ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)</u> ,
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue) ≥ ,
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool) ,
ControllerBase.File(Stream, string) , ControllerBase.File(Stream, string, bool) ,
ControllerBase.File(Stream, string, string) ≥ ,
ControllerBase.File(Stream, string, string, bool) ≥ ,
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool) ,
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue) ✓,
ControllerBase.File(string, string) ≥ , ControllerBase.File(string, string, bool) ≥ ,
<u>ControllerBase.File(string, string, string)</u> , <u>ControllerBase.File(string, string, bool)</u> ,
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue) ,
```

```
<u>ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue)</u> ✓ ,
ControllerBase.PhysicalFile(string, string) ≥ ,
ControllerBase.PhysicalFile(string, string, bool) ≥ ,
<u>ControllerBase.PhysicalFile(string, string, string)</u> ✓,
ControllerBase.PhysicalFile(string, string, string, bool) ≥ ,
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue,
bool) ≥ ,
ControllerBase.Unauthorized() doi: 1. ControllerBase.Unauthorized(object) doi: 1. ControllerBase.Unauthorized
ControllerBase.NotFound() d , ControllerBase.NotFound(object) d ,
ControllerBase.BadRequest() do , ControllerBase.BadRequest(object) do ,
ControllerBase.BadRequest(ModelStateDictionary) ≥ ,
ControllerBase.UnprocessableEntity() d , ControllerBase.UnprocessableEntity(object) d ,
ControllerBase.UnprocessableEntity(ModelStateDictionary) , ControllerBase.Conflict() ,
ControllerBase.Conflict(object) ♂, ControllerBase.Conflict(ModelStateDictionary) ♂,
ControllerBase.Problem(string, string, int?, string, string) ♂,
ControllerBase. Validation Problem() □ ,
ControllerBase. Validation Problem (string, string, int?, string, string, Model State Dictionary)
ControllerBase.Created() □ , ControllerBase.Created(string, object) □ ,
ControllerBase.Created(Uri, object) , ControllerBase.CreatedAtAction(string, object) ,
<u>ControllerBase.CreatedAtAction(string, object, object)</u> ✓ ,
ControllerBase.CreatedAtRoute(string, object) ≥ ,
ControllerBase.CreatedAtRoute(object, object) ≥ ,
ControllerBase.CreatedAtRoute(string, object, object) . ControllerBase.Accepted() .
ControllerBase.Accepted(object) ♂, ControllerBase.Accepted(Uri) ♂,
ControllerBase.Accepted(string) degree , ControllerBase.Accepted(string, object) degree ,
ControllerBase.Accepted(Uri, object) ♂, ControllerBase.AcceptedAtAction(string) ♂,
ControllerBase.AcceptedAtAction(string, string) ≥ ,
ControllerBase.AcceptedAtAction(string, object) ≥ ,
ControllerBase.AcceptedAtAction(string, string, object) ≥ ,
<u>ControllerBase.AcceptedAtAction(string, object, object)</u> ⊿ ,
ControllerBase.AcceptedAtAction(string, string, object, object) ,
ControllerBase.AcceptedAtRoute(object) <a>diagram of the controllerBase of the controll
```

```
ControllerBase.AcceptedAtRoute(object, object) ≥ ,
ControllerBase.AcceptedAtRoute(string, object, object) , ControllerBase.Challenge() ,
ControllerBase.Challenge(params string[]) □ ,
<u>ControllerBase.Challenge(AuthenticationProperties)</u> ✓ ,
ControllerBase.Challenge(AuthenticationProperties, params string[]) ,
ControllerBase.Forbid() □ , ControllerBase.Forbid(params string[]) □ ,
ControllerBase.Forbid(AuthenticationProperties) ≥ ,
ControllerBase.Forbid(AuthenticationProperties, params string[]) ,
ControllerBase.SignIn(ClaimsPrincipal) , ControllerBase.SignIn(ClaimsPrincipal, string) ,
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties) ,
<u>ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string)</u> ,
ControllerBase.SignOut() de , ControllerBase.SignOut(AuthenticationProperties) de ,
ControllerBase.SignOut(params string[]) □ ,
ControllerBase.SignOut(AuthenticationProperties, params string[]) ,
<u>ControllerBase.TryUpdateModelAsync<TModel>(TModel)</u> ✓ ,
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string) ≥ ,
<u>ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params</u>
Expression<Func<TModel, object>>[])

ø ,
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata,
bool>)♂,
<u>ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params</u>
Expression<Func<TModel, object>>[]) d,
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider,
Func<ModelMetadata, bool>)♂,
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider,
Func<ModelMetadata, bool>)♂,
ControllerBase.TryValidateModel(object) ≥ ,
ControllerBase.TryValidateModel(object, string) down , ControllerBase.HttpContextdown ,
ControllerBase.Request , ControllerBase.Response , ControllerBase.RouteData ,
ControllerBase.ModelState dark , ControllerBase.ControllerContext dark ,
ControllerBase.Url , ControllerBase.ObjectValidator ,
ControllerBase.ProblemDetailsFactory de , ControllerBase.User de , ControllerBase.Empty de ,
object.Equals(object) : , object.Equals(object, object) : , object.GetHashCode() : ,
<u>object.GetType()</u> dobject.MemberwiseClone() dobject.ReferenceEquals(object, object) dobject. dobject
object.ToString() □
```

<u>ControllerBase.AcceptedAtRoute(string, object)</u> ✓ ,

## Constructors

# AccountController(ILogger<AccountController>, IBankService)

```
public AccountController(ILogger<AccountController> logger,
IBankService bankService)
```

## **Parameters**

logger <u>ILogger</u> < <u>AccountController</u>>

bankService | BankService

## Methods

# GetAllAccounts()

```
[HttpGet("")]
public List<Account> GetAllAccounts()
```

## Returns

<u>List</u> < <u>Account</u>>

# GetTransactionsByAccountId(int)

```
[HttpGet("{id}")]
public List<Transaction>? GetTransactionsByAccountId(int id)
```

## **Parameters**

id <u>int</u>♂

## Returns

<u>List</u> d' < <u>Transaction</u> >

# PostAccount(Account)

```
[HttpPost("")]
public Account PostAccount(Account account)
```

## **Parameters**

account **Account** 

## Returns

**Account** 

# Class UsersController

Namespace: BankBackend.Controllers Assembly: BankBackend.dll [ApiController] [Route("[controller]")] public class UsersController: ControllerBase **Inheritance** object d ← ControllerBase d ← UsersController **Inherited Members** ControllerBase.StatusCode(int) degree , ControllerBase.StatusCode(int, object) degree , ControllerBase.Content(string) ☑ , ControllerBase.Content(string, string) ☑ , ControllerBase.Content(string, string, Encoding) ≥ , ControllerBase.Content(string, MediaTypeHeaderValue) . ControllerBase.NoContent() . , ControllerBase.Ok() d, ControllerBase.Ok(object) d, ControllerBase.Redirect(string) d, ControllerBase.RedirectPermanent(string) □ , ControllerBase.RedirectPreserveMethod(string) ♂ . ControllerBase.RedirectPermanentPreserveMethod(string) d., ControllerBase.LocalRedirect(string) ≥ , ControllerBase.LocalRedirectPermanent(string) ≥ , ControllerBase.LocalRedirectPreserveMethod(string) ≥ , ControllerBase.RedirectToAction() □ , ControllerBase.RedirectToAction(string) □ , ControllerBase.RedirectToAction(string, object) ✓, ControllerBase.RedirectToAction(string, string) ≥ , ControllerBase.RedirectToAction(string, string, string) ≥ , ControllerBase.RedirectToAction(string, string, object, string) ≥ , ControllerBase.RedirectToActionPreserveMethod(string, string, object, string) , ControllerBase.RedirectToActionPermanent(string) ≥ , <u>ControllerBase.RedirectToActionPermanent(string, object)</u> , ControllerBase.RedirectToActionPermanent(string, string, string) ✓, ControllerBase.RedirectToActionPermanent(string, string, object) ✓, ControllerBase.RedirectToActionPermanent(string, string, object, string) ≥ ,

ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string) ,

 $\underline{ControllerBase.RedirectToRoute(string)} \, \underline{\square} \, \, , \, \underline{ControllerBase.RedirectToRoute(object)} \, \underline{\square} \, , \, \underline{ControllerBase.RedirectToRoute(object)} \, \underline{\square} \, \, , \, \underline{$ 

```
ControllerBase.RedirectToRoute(string, object) □,
ControllerBase.RedirectToRoute(string, string) ,
ControllerBase.RedirectToRoute(string, object, string) ≥ ,
ControllerBase.RedirectToRoutePreserveMethod(string, object, string) ≥ ,
ControllerBase.RedirectToRoutePermanent(string) □ ,
ControllerBase.RedirectToRoutePermanent(object) ♂,
ControllerBase.RedirectToRoutePermanent(string, object) ≥ ,
ControllerBase.RedirectToRoutePermanent(string, string) ≥ ,
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string) ,
ControllerBase.RedirectToPage(string) ≥ , ControllerBase.RedirectToPage(string, object) ≥ ,
ControllerBase.RedirectToPage(string, string) ≥ ,
ControllerBase.RedirectToPage(string, string, object) ≥ ,
ControllerBase.RedirectToPage(string, string, string) ≥ ,
ControllerBase.RedirectToPage(string, string, object, string) \( \text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\ting}}}}}}} \end{ent}}}}}}}}} \end{ent}} \} \} \end{ent}
ControllerBase.RedirectToPagePermanent(string) □ ,
ControllerBase.RedirectToPagePermanent(string, object) ≥ ,
ControllerBase.RedirectToPagePermanent(string, string) ≥ ,
ControllerBase.RedirectToPagePermanent(string, string, string) ≥ ,
<u>ControllerBase.RedirectToPagePermanent(string, string, object, string)</u> ,
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string) \( \text{\text{\text{\text{\text{ring}}}} \) \( \text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\ting}}}}}}}}} \end{end}} } } } } } } \} } \} \} \}
ControllerBase.File(byte[], string) degree , ControllerBase.File(byte[], string, bool) degree ,
ControllerBase.File(byte[], string, string) ≥ ,
ControllerBase.File(byte[], string, string, bool) ≥ ,
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue) ,
<u>ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)</u> ,
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue) ≥ ,
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool) ,
ControllerBase.File(Stream, string) , ControllerBase.File(Stream, string, bool) ,
ControllerBase.File(Stream, string, string) ≥ ,
ControllerBase.File(Stream, string, string, bool) ≥ ,
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool) ,
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue) ✓,
ControllerBase.File(string, string) ≥ , ControllerBase.File(string, string, bool) ≥ ,
<u>ControllerBase.File(string, string, string)</u> , <u>ControllerBase.File(string, string, bool)</u> ,
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue) ,
```

```
<u>ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue)</u> ✓ ,
ControllerBase.PhysicalFile(string, string) ≥ ,
ControllerBase.PhysicalFile(string, string, bool) ≥ ,
<u>ControllerBase.PhysicalFile(string, string, string)</u> ✓,
ControllerBase.PhysicalFile(string, string, string, bool) ≥ ,
<u>ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)</u> ,
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue,
bool) ≥ ,
ControllerBase.Unauthorized() doi: 1. ControllerBase.Unauthorized(object) doi: 1. ControllerBase.Unauthorized
ControllerBase.NotFound() d , ControllerBase.NotFound(object) d ,
ControllerBase.BadRequest() do , ControllerBase.BadRequest(object) do ,
ControllerBase.BadRequest(ModelStateDictionary) ≥ ,
ControllerBase.UnprocessableEntity() d , ControllerBase.UnprocessableEntity(object) d ,
ControllerBase.UnprocessableEntity(ModelStateDictionary) , ControllerBase.Conflict() ,
ControllerBase.Conflict(object) ♂, ControllerBase.Conflict(ModelStateDictionary) ♂,
ControllerBase.Problem(string, string, int?, string, string) ♂,
ControllerBase. Validation Problem() □ ,
ControllerBase. Validation Problem (string, string, int?, string, string, Model State Dictionary)
ControllerBase.Created() □ , ControllerBase.Created(string, object) □ ,
ControllerBase.Created(Uri, object) , ControllerBase.CreatedAtAction(string, object) ,
<u>ControllerBase.CreatedAtAction(string, object, object)</u> ,
ControllerBase.CreatedAtRoute(string, object) ≥ ,
ControllerBase.CreatedAtRoute(object, object) ≥ ,
ControllerBase.CreatedAtRoute(string, object, object) . ControllerBase.Accepted() .
ControllerBase.Accepted(object) ♂, ControllerBase.Accepted(Uri) ♂,
ControllerBase.Accepted(string) degree , ControllerBase.Accepted(string, object) degree ,
<u>ControllerBase.Accepted(Uri, object)</u> , <u>ControllerBase.AcceptedAtAction(string)</u> ,
ControllerBase.AcceptedAtAction(string, string) ≥ ,
ControllerBase.AcceptedAtAction(string, object) ...,
ControllerBase.AcceptedAtAction(string, string, object) ≥ ,
<u>ControllerBase.AcceptedAtAction(string, object, object)</u> ⊿ ,
ControllerBase.AcceptedAtAction(string, string, object, object) ,
ControllerBase.AcceptedAtRoute(object) decided , ControllerBase.AcceptedAtRoute(string) decided ,
```

```
ControllerBase.AcceptedAtRoute(object, object) ≥ ,
ControllerBase.AcceptedAtRoute(string, object, object) , ControllerBase.Challenge() ,
ControllerBase.Challenge(params string[]) □ ,
<u>ControllerBase.Challenge(AuthenticationProperties)</u> ✓ ,
ControllerBase.Challenge(AuthenticationProperties, params string[]) ,
ControllerBase.Forbid() □ , ControllerBase.Forbid(params string[]) □ ,
ControllerBase.Forbid(AuthenticationProperties) ≥ ,
ControllerBase.Forbid(AuthenticationProperties, params string[]) ,
ControllerBase.SignIn(ClaimsPrincipal) , ControllerBase.SignIn(ClaimsPrincipal, string) ,
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties) ,
<u>ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string)</u> ,
ControllerBase.SignOut() de , ControllerBase.SignOut(AuthenticationProperties) de ,
ControllerBase.SignOut(params string[]) □ ,
ControllerBase.SignOut(AuthenticationProperties, params string[]) ,
<u>ControllerBase.TryUpdateModelAsync<TModel>(TModel)</u> ✓ ,
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string) ≥ ,
<u>ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params</u>
Expression<Func<TModel, object>>[])

ø ,
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata,
bool>)♂,
<u>ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params</u>
Expression<Func<TModel, object>>[]) d,
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider,
Func<ModelMetadata, bool>)♂,
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider,
Func<ModelMetadata, bool>)♂,
ControllerBase.TryValidateModel(object) ≥ ,
<u>ControllerBase.TryValidateModel(object, string)</u> , <u>ControllerBase.HttpContext</u>,
ControllerBase.Request , ControllerBase.Response , ControllerBase.RouteData ,
ControllerBase.ModelState dark , ControllerBase.ControllerContext dark ,
ControllerBase.Url , ControllerBase.ObjectValidator ,
ControllerBase.ProblemDetailsFactory de , ControllerBase.User de , ControllerBase.Empty de ,
object.Equals(object) : , object.Equals(object, object) : , object.GetHashCode() : ,
<u>object.GetType()</u> dobject.MemberwiseClone() dobject.ReferenceEquals(object, object) dobject. dobject
object.ToString() □
```

<u>ControllerBase.AcceptedAtRoute(string, object)</u> ✓ ,

## Constructors

# UsersController(ILogger<UsersController>, IBankService)

```
public UsersController(ILogger<UsersController> logger, IBankService bankService)
```

#### **Parameters**

logger <u>ILogger</u> < <u>UsersController</u> >

bankService IBankService

## Methods

# AddAccountToUserById(int, int, int)

```
[HttpPatch("{userId}/add/{addedUser}")]
public Account? AddAccountToUserById(int userId, int addedUser, int accountId)
```

## **Parameters**

```
userId <a href="mailto:inter">inter</a>
addedUser <a href="mailto:inter">inter</a>
accountId <a href="mailto:inter">inter</a>
```

#### Returns

**Account** 

# Deposit(int, int, double)

```
[HttpPatch("{userId}/deposit")]
public Transaction? Deposit(int userId, int accountId, double amount)
```

### **Parameters**

```
userId <a href="mailto:int">int</a>
accountId <a href="mailto:int">int</a>
amount <a href="mailto:double"</a>
```

#### Returns

**Transaction** 

# GetAccountsByUserId(int)

```
[HttpGet("{id}/accounts")]
public List<Account>? GetAccountsByUserId(int id)
```

### **Parameters**

id <u>int</u>♂

### Returns

<u>List</u> < <u>Account</u> >

# GetAllUsers()

```
[HttpGet("")]
public List<User> GetAllUsers()
```

## Returns

# GetTransactionsByUserId(int)

```
[HttpGet("{id}/transactions")]
public List<Transaction>? GetTransactionsByUserId(int id)
```

## **Parameters**

id <u>int</u>♂

### Returns

<u>List</u> d < <u>Transaction</u> >

# GetUsersById(int)

```
[HttpGet("{userId}")]
public User? GetUsersById(int userId)
```

#### **Parameters**

userId <u>int</u>♂

#### Returns

<u>User</u>

# Login(User)

```
[HttpPost("login")]
public User? Login(User user)
```

## **Parameters**

user <u>User</u>

## Returns

<u>User</u>

# PostUser(User)

```
[HttpPost("")]
public User PostUser(User user)
```

### **Parameters**

user **User** 

#### Returns

User

# RemoveUserFromAccountById(int, int)

```
[HttpPatch("{userId}/remove")]
public Account? RemoveUserFromAccountById(int userId, int accountId)
```

#### **Parameters**

userId <a href="mailto:inter">inter</a>
accountId <a href="mailto:inter">inter</a>

## Returns

**Account** 

## Transfer(int, int, int, double)

```
[HttpPatch("{userId}/transfer")]
public Transaction? Transfer(int userId, int fromAccountId, int toAccountId,
double amount)
```

#### **Parameters**

userId <u>int</u>♂

```
fromAccountId intd

toAccountId intd

amount doubled
```

#### Returns

**Transaction** 

# UpdateUserInfo(int, User)

```
[HttpPatch("{userId}")]
public User? UpdateUserInfo(int userId, User user)
```

### **Parameters**

```
userId <u>int</u>☑
user <u>User</u>
```

#### Returns

**User** 

# Withdraw(int, int, double)

```
[HttpPatch("{userId}/withdraw")]
public Transaction? Withdraw(int userId, int accountId, double amount)
```

## **Parameters**

```
userId <a href="mailto:int">int</a>
accountId <a href="mailto:int">int</a>
amount <a href="mailto:double"</pre>
```

## Returns

# <u>Transaction</u>

# Namespace BankBackend.Models Classes

**Account** 

**Transaction** 

<u>User</u>

## Enums

<u>AccountType</u>

different types of accounts like savings or checkings

# Class Account

Namespace: BankBackend. Models

Assembly: BankBackend.dll

```
public class Account
```

#### **Inheritance**

<u>object</u> 

← Account

#### **Inherited Members**

## Constructors

# Account()

```
public Account()
```

# **Properties**

## AccountId

```
[Key]
public int AccountId { get; set; }
```

## **Property Value**

<u>int</u>♂

## **Balance**

```
public double Balance { get; set; }
```

## **Property Value**

# PrimaryUserId

```
[ForeignKey("UserId")]
public int PrimaryUserId { get; set; }
```

# **Property Value**

<u>int</u>♂

# Type

```
public AccountType Type { get; set; }
```

# **Property Value**

<u>AccountType</u>

## Users

```
public List<User> Users { get; set; }
```

# Property Value

<u>List</u> d<<u>User</u>>

# Enum AccountType

Namespace: BankBackend. Models

Assembly: BankBackend.dll

different types of accounts like savings or checkings

public enum AccountType

# **Fields**

CHECKING = 1

CLOWN = 2

SAVINGS = 0

# Class Transaction

Namespace: BankBackend. Models

Assembly: BankBackend.dll

public class Transaction

#### **Inheritance**

<u>object</u> < Transaction

#### **Inherited Members**

## Constructors

Transaction()

public Transaction()

## Transaction(Account, Account, double)

public Transaction(Account fromAccount, Account toAccount, double amount)

## **Parameters**

fromAccount Account

toAccount Account

amount doubled

## Transaction(Account, double)

```
public Transaction(Account account, double amount)
```

#### **Parameters**

account **Account** 

amount <u>double</u>♂

# **Properties**

## **Amount**

```
public double Amount { get; set; }
```

# **Property Value**

<u>double</u> ♂

## FromAccount

```
public Account FromAccount { get; set; }
```

## **Property Value**

**Account** 

## Time

```
public DateTime Time { get; set; }
```

# **Property Value**

**DateTime ☑** 

# **ToAccount**

```
public Account? ToAccount { get; set; }
```

# **Property Value**

**Account** 

# TransactionId

```
[Key]
public int TransactionId { get; set; }
```

# **Property Value**

<u>int</u>♂

# Class User

Namespace: BankBackend.Models

Assembly: BankBackend.dll

[Index("Username", new string[] { }, IsUnique = true)]
public class User

Inheritance
object ← User

Inherited Members
object.Equals(object) ✓, object.Equals(object, object) ✓, object.GetHashCode() ✓

<u>object.Equals(object)</u> <u>object.Equals(object, object)</u> <u>object.GetHashCode()</u> , <u>object.GetType()</u> , <u>object.MemberwiseClone()</u> , <u>object.ReferenceEquals(object, object)</u> , <u>object.ToString()</u> .

# Constructors

# User()

public User()

# User(string, string, string)

```
public User(string username, string password, string name)
```

## **Parameters**

```
username <u>string</u>♂
password <u>string</u>♂
name <u>string</u>♂
```

# **Properties**

## Accounts

```
public List<Account> Accounts { get; set; }
```

# **Property Value**

<u>List</u> d < <u>Account</u>>

## Name

```
public string Name { get; set; }
```

## **Property Value**

<u>string</u> □

## **Password**

```
public string Password { get; set; }
```

## **Property Value**

## UserId

```
[Key]
public int UserId { get; set; }
```

# **Property Value**

<u>int</u>♂

# Username

```
public string Username { get; set; }
```

# Property Value

# Namespace BankBackend.Repository Classes

**BankContext** 

**BankRepository** 

Interfaces

**IBankRepository** 

# Class BankContext

Namespace: BankBackend.Repository

Assembly: BankBackend.dll

```
public class BankContext : DbContext, IInfrastructure<IServiceProvider>,
IDbContextDependencies, IDbSetCache, IDbContextPoolable, IResettableService,
IDisposable, IAsyncDisposable
```

#### **Inheritance**

#### **Implements**

<u>IInfrastructure</u> ♂ < <u>IServiceProvider</u> ♂ >, <u>IDbContextDependencies</u> ♂, <u>IDbSetCache</u> ♂, <u>IDbContextPoolable</u> ♂, <u>IResettableService</u> ♂, <u>IDisposable</u> ♂, <u>IAsyncDisposable</u> ♂

#### **Inherited Members**

```
<u>DbContext.Set<TEntity>()</u> □ , <u>DbContext.Set<TEntity>(string)</u> □ ,
<u>DbContext.OnConfiguring(DbContextOptionsBuilder)</u> ,
<u>DbContext.ConfigureConventions(ModelConfigurationBuilder)</u> ,
<u>DbContext.OnModelCreating(ModelBuilder)</u> <u>□</u> , <u>DbContext.SaveChanges()</u> <u>□</u> ,
<u>DbContext.SaveChanges(bool)</u> do , <u>DbContext.SaveChangesAsync(CancellationToken)</u> do ,
<u>DbContext.SaveChangesAsync(bool, CancellationToken)</u> <u>JDbContext.Dispose()</u> <u>J</u> ,
DbContext.DisposeAsync() □ , DbContext.Entry<TEntity>(TEntity) □ ,
DbContext.Entry(object) ♂, DbContext.Add<TEntity>(TEntity) ♂,
<u>DbContext.AddAsync<TEntity>(TEntity, CancellationToken)</u> ,
DbContext.Attach<TEntity>(TEntity) degree , DbContext.Update<TEntity>(TEntity) degree , DbContext.Update<TEnt
DbContext.Remove<TEntity>(TEntity) ♂, DbContext.Add(object) ♂,
<u>DbContext.AddAsync(object, CancellationToken)</u> <u>d</u> , <u>DbContext.Attach(object)</u> <u>d</u> ,
DbContext.AddRange(params object[]) , DbContext.AddRangeAsync(params object[]) ,
DbContext.AttachRange(params object[]) , DbContext.UpdateRange(params object[]) ,
<u>DbContext.RemoveRange(params object[])</u> ✓ ,
<u>DbContext.AddRange(IEnumerable<object>)</u> ♂ ,
DbContext.AddRangeAsync(IEnumerable<object>, CancellationToken) d ,
<u>DbContext.AttachRange(IEnumerable<object>)</u> ♂,
<u>DbContext.UpdateRange(IEnumerable<object>)</u> ♂,
DbContext.RemoveRange(IEnumerable<object>) ♂,
DbContext.Find(Type, params object[]) , DbContext.FindAsync(Type, params object[]) ,
```

```
DbContext.FindAsync(Type, object[], CancellationToken) ,

DbContext.Find<TEntity>(params object[]) ,

DbContext.FindAsync<TEntity>(params object[]) ,

DbContext.FindAsync<TEntity>(object[], CancellationToken) ,

DbContext.FromExpression<TResult>(Expression<Func<!Queryable<TResult>>>) ,

DbContext.Database , DbContext.ChangeTracker , DbContext.Model ,

DbContext.ContextId , DbContext.SavingChanges , DbContext.SavedChanges ,

DbContext.SaveChangesFailed , object.Equals(object) , object.Equals(object, object) ,

object.GetHashCode() , object.GetType() , object.MemberwiseClone() ,

object.ReferenceEquals(object, object) , object.ToString() .
```

## Constructors

# BankContext(DbContextOptions<BankContext>)

```
public BankContext(DbContextOptions<BankContext> options)
```

#### **Parameters**

options <u>DbContextOptions</u> < <u>BankContext</u>>

# **Properties**

## Accounts

```
public DbSet<Account> Accounts { get; }
```

## Property Value

DbSet < Account >

### **Transactions**

```
public DbSet<Transaction> Transactions { get; }
```

# Property Value

<u>DbSet</u> < <u>Transaction</u> >

# Users

```
public DbSet<User> Users { get; }
```

# Property Value

<u>DbSet</u> d < <u>User</u>>

# Class BankRepository

Namespace: BankBackend.Repository

Assembly: BankBackend.dll

public class BankRepository : IBankRepository

#### **Inheritance**

<u>object</u> 

← BankRepository

#### **Implements**

**IBankRepository** 

#### **Inherited Members**

<u>object.Equals(object)</u> <u>object.Equals(object, object)</u> <u>object.GetHashCode()</u> , <u>object.GetType()</u> , <u>object.MemberwiseClone()</u> , <u>object.ReferenceEquals(object, object)</u> , <u>object.ToString()</u> .

## Constructors

## BankRepository(BankContext)

constructor for dependency injection

public BankRepository(BankContext bankContext)

## **Parameters**

bankContext BankContext

# BankRepository(string)

public BankRepository(string connectionString)

## **Parameters**

## Methods

# AddAccountToUser(int, int)

adds account with accountId to the account list of the user with userId

public User? AddAccountToUser(int accountId, int userId)

#### **Parameters**

accountId intd

userId <u>int</u>♂

#### Returns

<u>User</u>

the updated user with the added account, null if the user does not exist

# AddUserToAccount(int, int)

adds user with userId to the account list of the account with accountId

public Account? AddUserToAccount(int userId, int accountId)

## **Parameters**

userId <u>int</u>

accountId int

#### Returns

**Account** 

the updated account with the new user, null if account does not exist or if user does not exist

# CreateAccount(Account)

uploads the account to database

public Account CreateAccount(Account account)

#### **Parameters**

account Account

#### Returns

<u>Account</u>

the account that was just created

# CreateTransaction(Transaction)

uploads the transaction to database

public Transaction CreateTransaction(Transaction transaction)

## **Parameters**

transaction <u>Transaction</u>

## Returns

**Transaction** 

the transaction that was just created

# CreateUser(User)

uploads the user to database

```
public User CreateUser(User user)
```

#### **Parameters**

user <u>User</u>

#### Returns

User

the user that was just created

# DeleteAccountById(int)

deletes the account with accountId

public Account? DeleteAccountById(int accountId)

#### **Parameters**

accountId int

### Returns

**Account** 

the account that was just deleted, null if the account does not exist

# DeleteAccountUserByUserId(int, int)

deletes the user with userId from the account with accountId

public User? DeleteAccountUserByUserId(int accountId, int userId)

## **Parameters**

accountId <u>int</u>♂

#### Returns

#### **User**

the user that was just deleted, null if the account does not exist, or if the account does not have an user with userId

# DeleteTransactionByTransactionId(int)

deletes the transaction with transactionId

public Transaction? DeleteTransactionByTransactionId(int transactionId)

#### **Parameters**

transactionId int

#### Returns

#### **Transaction**

the transaction that was just deleted, null if the transaction does not exist

# DeleteUserAccountByAccountId(int, int)

deletes the account with account Id from the user with user Id

public Account? DeleteUserAccountByAccountId(int userId, int accountId)

## **Parameters**

userId int

accountId int

#### Returns

#### **Account**

the account that was just deleted, null if user does not exist, or the user does not have an account with accountId

# DeleteUserById(int)

deletes the user with userId

public User? DeleteUserById(int userId)

#### **Parameters**

userId <u>int</u>♂

#### Returns

<u>User</u>

the user that was just deleted, null if the user does not exist

### GetAccountByAccountId(int)

find an account with accountId

public Account? GetAccountByAccountId(int accountId)

### **Parameters**

accountId intd

#### Returns

#### **Account**

the account with accountId, null if account does not exist

### GetAccountsByUserId(int)

find all the accounts of the user with userId

public List<Account>? GetAccountsByUserId(int userId)

#### **Parameters**

userId int

#### Returns

<u>List</u> < <u>Account</u>>

a list containing all the accounts, null if user does not exist

### GetAllAccounts()

find all existing accounts in the database

```
public List<Account> GetAllAccounts()
```

### Returns

<u>List</u> < <u>Account</u>>

list containing all existing accounts, empty list if non exists

### GetAllTransactions()

find all existing transactions in the database

```
public List<Transaction> GetAllTransactions()
```

### Returns

<u>List</u> < <u>Transaction</u> >

### GetAllUsers()

find all existing users in the database

```
public List<User> GetAllUsers()
```

#### Returns

<u>List</u> d<<u>User</u>>

a list containing all existing users, empty list if non exists

### GetPrimaryAccountsByUserId(int)

find all the accounts that the user with accountId is a primary user

```
public List<Account>? GetPrimaryAccountsByUserId(int userId)
```

### **Parameters**

userId int

### Returns

<u>List</u> < <u>Account</u>>

a list containing all the primary accounts, null if user does not exist

# GetTransactionByTransactionId(int)

find a transaction with transactionId

```
public Transaction? GetTransactionByTransactionId(int transactionId)
```

#### **Parameters**

#### Returns

#### **Transaction**

the transaction with transactionId, null if transaction does not exist

# GetTransactionsByFromAccountId(int)

public List<Transaction> GetTransactionsByFromAccountId(int fromAccountId)

#### **Parameters**

fromAccountId int

#### Returns

<u>List</u> < <u>Transaction</u> >

# GetTransactionsByToAccountId(int)

public List<Transaction> GetTransactionsByToAccountId(int toAccountId)

### **Parameters**

toAccountId int

### Returns

<u>List</u> d < <u>Transaction</u> >

### GetUserByUserId(int)

find a user with userId

```
public User? GetUserByUserId(int userId)
```

userId <u>int</u>♂

#### Returns

**User** 

the user with the Id, null if user does not exist

# GetUserByUsername(string)

find a user with username

public User? GetUserByUsername(string username)

### **Parameters**

username <u>string</u> □

#### Returns

**User** 

the user with the username, null if user does not exist

# GetUsersByAccountId(int)

find all the users of the account with accountId

public List<User>? GetUsersByAccountId(int accountId)

### **Parameters**

accountId <u>int</u>♂

#### Returns

```
<u>List</u> d<<u>User</u>>
```

a list containing all the users, null if account does not exist

### UpdateBalance(int, double)

updates the balance of the account with accountId to balance

public Account? UpdateBalance(int accountId, double balance)

#### **Parameters**

accountId intd

balance doubled

#### Returns

#### **Account**

the updated account with the new balance, null if the account does not exist

# UpdatePassword(int, string)

updates the password of user with userId to password

public User? UpdatePassword(int userId, string password)

### **Parameters**

userId <u>int</u>♂

password <u>string</u> ✓

### Returns

User

the updated user with the new password, null if the user does not exist

### UpdatePrimaryUser(int, int)

replaces the primary user of the account with accountId with userId

public Account? UpdatePrimaryUser(int accountId, int userId)

#### **Parameters**

accountId int

userId int

#### Returns

#### Account

the updated account with the new primary user, null if account doesnot exist or if user does not exist

### UpdateUsername(int, string)

updates the name of the user with userId to name

public User? UpdateUsername(int userId, string username)

### **Parameters**

userId <u>int</u>♂

username <u>string</u> ✓

### Returns

#### <u>User</u>

the updated user with the new username, null if the user does not exist

# Interface IBankRepository

Namespace: BankBackend.Repository

Assembly: BankBackend.dll

public interface IBankRepository

# Methods

### AddAccountToUser(int, int)

adds account with accountId to the account list of the user with userId

User? AddAccountToUser(int accountId, int userId)

#### **Parameters**

accountId intd

userId int

#### Returns

<u>User</u>

the updated user with the added account, null if the user does not exist

### AddUserToAccount(int, int)

adds user with userId to the account list of the account with accountId

Account? AddUserToAccount(int userId, int accountId)

### **Parameters**

userId int

#### Returns

#### **Account**

the updated account with the new user, null if account does not exist or if user does not exist

### CreateAccount(Account)

uploads the account to database

Account CreateAccount (Account account)

#### **Parameters**

account **Account** 

### Returns

#### Account

the account that was just created

# CreateTransaction(Transaction)

uploads the transaction to database

Transaction CreateTransaction(Transaction transaction)

### **Parameters**

transaction <u>Transaction</u>

#### Returns

<u>Transaction</u>

### CreateUser(User)

uploads the user to database

User CreateUser(User user)

#### **Parameters**

user <u>User</u>

#### Returns

<u>User</u>

the user that was just created

# DeleteAccountById(int)

deletes the account with accountId

Account? DeleteAccountById(int accountId)

#### **Parameters**

accountId <u>int</u>♂

### Returns

#### **Account**

the account that was just deleted, null if the account does not exist

# DeleteAccountUserByUserId(int, int)

deletes the user with userId from the account with accountId

accountId int

userId <u>int</u>♂

#### Returns

#### User

the user that was just deleted, null if the account does not exist, or if the account does not have an user with userId

### DeleteTransactionByTransactionId(int)

deletes the transaction with transactionId

Transaction? DeleteTransactionByTransactionId(int transactionId)

#### **Parameters**

transactionId int

#### Returns

#### **Transaction**

the transaction that was just deleted, null if the transaction does not exist

# DeleteUserAccountByAccountId(int, int)

deletes the account with accountId from the user with userId

Account? DeleteUserAccountByAccountId(int userId, int accountId)

userId <u>int</u>♂

accountId int♂

#### Returns

#### **Account**

the account that was just deleted, null if user does not exist, or the user does not have an account with accountId

# DeleteUserById(int)

deletes the user with userId

User? DeleteUserById(int userId)

#### **Parameters**

userId <u>int</u>♂

### Returns

<u>User</u>

the user that was just deleted, null if the user does not exist

# GetAccountByAccountId(int)

find an account with accountId

Account? GetAccountByAccountId(int accountId)

### **Parameters**

accountId int

#### Returns

#### **Account**

the account with accountId, null if account does not exist

# GetAccountsByUserId(int)

find all the accounts of the user with userId

List<Account>? GetAccountsByUserId(int userId)

#### **Parameters**

userId int

#### Returns

<u>List</u> < <u>Account</u>>

a list containing all the accounts, null if user does not exist

# GetAllAccounts()

find all existing accounts in the database

List<Account> GetAllAccounts()

### Returns

<u>List</u> < <u>Account</u>>

list containing all existing accounts, empty list if non exists

# GetAllTransactions()

find all existing transactions in the database

```
List<Transaction> GetAllTransactions()
```

#### Returns

<u>List</u> d < <u>Transaction</u> >

list containing all existing transactions, empty list if non exists

### GetAllUsers()

find all existing users in the database

List<User> GetAllUsers()

#### Returns

<u>List</u> d < <u>User</u> >

a list containing all existing users, empty list if non exists

### GetPrimaryAccountsByUserId(int)

find all the accounts that the user with accountId is a primary user

List<Account>? GetPrimaryAccountsByUserId(int userId)

### **Parameters**

userId <u>int</u>♂

### Returns

<u>List</u> d < <u>Account</u>>

a list containing all the primary accounts, null if user does not exist

# GetTransactionByTransactionId(int)

find a transaction with transactionId

Transaction? GetTransactionByTransactionId(int transactionId)

#### **Parameters**

transactionId int

#### Returns

**Transaction** 

the transaction with transactionId, null if transaction does not exist

### GetTransactionsByFromAccountId(int)

List<Transaction> GetTransactionsByFromAccountId(int fromAccountId)

#### **Parameters**

fromAccountId <u>int</u>♂

#### Returns

<u>List</u> d< Transaction>

# GetTransactionsByToAccountId(int)

List<Transaction> GetTransactionsByToAccountId(int toAccountId)

### **Parameters**

toAccountId int

#### Returns

# GetUserByUserId(int)

find a user with userId

User? GetUserByUserId(int userId)

#### **Parameters**

userId int

#### Returns

<u>User</u>

the user with the Id, null if user does not exist

# GetUserByUsername(string)

find a user with username

User? GetUserByUsername(string username)

#### **Parameters**

username <u>string</u>♂

### Returns

User

the user with the username, null if user does not exist

# GetUsersByAccountId(int)

find all the users of the account with account Id

accountId int

#### Returns

Listd < User>

a list containing all the users, null if account does not exist

# UpdateBalance(int, double)

updates the balance of the account with accountId to balance

Account? UpdateBalance(int accountId, double balance)

### **Parameters**

accountId int

balance <u>double</u> ≥

#### Returns

#### **Account**

the updated account with the new balance, null if the account does not exist

# UpdatePassword(int, string)

updates the password of user with userId to password

User? UpdatePassword(int userId, string password)

### **Parameters**

userId <u>int</u>♂

#### Returns

#### User

the updated user with the new password, null if the user does not exist

# UpdatePrimaryUser(int, int)

replaces the primary user of the account with accountId with userId

Account? UpdatePrimaryUser(int accountId, int userId)

#### **Parameters**

accountId int

userId int

### Returns

#### **Account**

the updated account with the new primary user, null if account doesnot exist or if user does not exist

# UpdateUsername(int, string)

updates the username of the user with userId to username

User? UpdateUsername(int userId, string username)

### **Parameters**

userId int

### username <u>string</u>♂

### Returns

### <u>User</u>

the updated user with the new username, null if the user does not exist

# Namespace BankBackend.Service Classes

<u>AccountIdNotFoundException</u>

**BankExceptions** 

**BankService** 

**InsufficientFundsException** 

<u>InvalidPasswordException</u>

RepositoryException

<u>UserIdNotFoundException</u>

<u>UserNotAuthorizedException</u>

<u>UsernameAlreadyExistsException</u>

<u>UsernameNotFoundException</u>

### **Interfaces**

**IBankService** 

# Class AccountIdNotFoundException

Namespace: BankBackend.Service

Assembly: BankBackend.dll

public class AccountIdNotFoundException : BankExceptions, ISerializable

#### **Inheritance**

<u>object</u> ♂ ← <u>Exception</u> ♂ ← <u>BankExceptions</u> ← AccountIdNotFoundException

#### **Implements**

#### **Inherited Members**

Exception.GetBaseException() , Exception.GetType() , Exception.ToString() , Exception.Data , Exception.HelpLink , Exception.HResult , Exception.InnerException , Exception.Message , Exception.Source , Exception.StackTrace , Exception.TargetSite , Exception.SerializeObjectState , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.MemberwiseClone() , object.ReferenceEquals(object, object) .

### Constructors

### AccountIdNotFoundException()

public AccountIdNotFoundException()

### AccountIdNotFoundException(string)

public AccountIdNotFoundException(string message)

#### **Parameters**

# Class BankExceptions

Namespace: BankBackend.Service

Assembly: BankBackend.dll

public class BankExceptions : Exception, ISerializable

#### **Inheritance**

<u>object</u> <a>description</a> <a>

#### **Implements**

#### **Derived**

AccountIdNotFoundException, InsufficientFundsException, InvalidPasswordException, RepositoryException, UserIdNotFoundException, UserNotAuthorizedException, UsernameAlreadyExistsException, UsernameNotFoundException

#### **Inherited Members**

Exception.GetBaseException() , Exception.GetType() , Exception.ToString() , Exception.Data , Exception.HelpLink , Exception.HResult , Exception.InnerException , Exception.Message , Exception.Source , Exception.StackTrace , Exception.TargetSite , Exception.SerializeObjectState , object.Equals(object) , object.Equals(object, object, object) , object.GetHashCode() , object.MemberwiseClone() , object.ReferenceEquals(object, object)

# Constructors BankExceptions()

public BankExceptions()

### BankExceptions(string)

public BankExceptions(string message)

### Class BankService

Namespace: BankBackend.Service

Assembly: BankBackend.dll

public class BankService : IBankService

#### **Inheritance**

object 

← BankService

#### **Implements**

**IBankService** 

#### **Inherited Members**

<u>object.Equals(object)</u> <u>object.Equals(object, object)</u> <u>object.GetHashCode()</u> , <u>object.GetType()</u> , <u>object.MemberwiseClone()</u> , <u>object.ReferenceEquals(object, object)</u> , <u>object.ToString()</u> .

### Constructors

### BankService(IBankRepository)

constructor for dependency injection

public BankService(IBankRepository repository)

#### **Parameters**

repository <u>IBankRepository</u>

### Methods

AddAccountUser(int, int, int)

public User AddAccountUser(int userId, int addedUser, int accountId)

userId <u>int</u>♂ addedUser <u>int</u>♂

accountId <u>int</u>♂

### Returns

<u>User</u>

### CreateAccount(Account)

public Account CreateAccount(Account account)

#### **Parameters**

account Account

### Returns

**Account** 

# CreateUser(User)

creates a user and returns the created user if the given user has any an UserId other than 0 the UserId is ignored

public User CreateUser(User user)

### **Parameters**

user <u>User</u>

### Returns

User

# Deposit(int, int, double)

```
public Transaction Deposit(int userId, int accountId, double amount)
```

#### **Parameters**

userId <u>int</u>♂

accountId intd

amount <u>double</u> □

#### Returns

**Transaction** 

# GetAccountByAccountId(int)

public Account GetAccountByAccountId(int accountId)

### **Parameters**

accountId <u>int</u>♂

#### Returns

**Account** 

# GetAccountsByUserId(int)

find

public List<Account> GetAccountsByUserId(int userId)

userId <u>int</u>♂

#### Returns

<u>List</u> < <u>Account</u>>

### **Exceptions**

<u>UserIdNotFoundException</u>

# GetAllAccounts()

public List<Account> GetAllAccounts()

#### Returns

<u>List</u> d < <u>Account</u>>

# GetAllUsers()

finds all users

public List<User> GetAllUsers()

#### Returns

<u>List</u> d<<u>User</u>>

all users

# GetTransactionsByAccountId(int)

public List<Transaction> GetTransactionsByAccountId(int accountId)

accountId int♂

#### Returns

<u>List</u> d< Transaction>

# GetTransactionsByUserId(int)

public List<Transaction> GetTransactionsByUserId(int userId)

#### **Parameters**

userId <u>int</u>♂

#### Returns

<u>List</u> < <u>Transaction</u> >

# GetUserByUserId(int)

finds a user by userId

public User GetUserByUserId(int userId)

#### **Parameters**

userId <u>int</u>♂

### Returns

<u>User</u>

### Exceptions

<u>UserIdNotFoundException</u>

# GetUserByUsername(string)

finds a user by username

public User GetUserByUsername(string username)

#### **Parameters**

username <u>string</u> <a>d</a>

#### Returns

**User** 

user with the username

### Exceptions

<u>UsernameNotFoundException</u>

if a user with the username does not exist

# RemoveAccountUser(int, int)

public User RemoveAccountUser(int userId, int accountId)

### **Parameters**

userId <u>int</u>♂

accountId <u>int</u>♂

#### Returns

User

# Transfer(int, int, int, double)

```
public Transaction Transfer(int userId, int fromAccountId, int toAccountId,
double amount)
```

#### **Parameters**

userId <u>int</u>♂

fromAccountId int♂

toAccountId int

amount <u>double</u> ☑

#### Returns

**Transaction** 

# UpdateUserProfile(int, string, string)

```
public User UpdateUserProfile(int userId, string newUsername, string newPassword)
```

#### **Parameters**

userId int

newUsername <u>string</u> ♂

newPassword <u>string</u> ♂

#### Returns

**User** 

# ValidateLogin(string, string)

validates user loging with username and password

```
public User ValidateLogin(string username, string password)
```

username <u>string</u> □

#### Returns

**User** 

the logged in user if credentials are correct

### Exceptions

<u>UsernameNotFoundException</u>

if user name does not exist

<u>InvalidPasswordException</u>

if password is incorrect

# Withdraw(int, int, double)

```
public Transaction Withdraw(int userId, int accountId, double amount)
```

### **Parameters**

userId <u>int</u>♂

accountId <u>int</u>♂

amount <u>double</u>♂

### Returns

**Transaction** 

# Interface IBankService

Namespace: BankBackend.Service

Assembly: BankBackend.dll

public interface IBankService

### Methods

AddAccountUser(int, int, int)

User AddAccountUser(int userId, int addedUser, int accountId)

#### **Parameters**

userId <u>int</u>♂

addedUser intd

accountId int

#### Returns

**User** 

### CreateAccount(Account)

Account CreateAccount (Account account)

### **Parameters**

account **Account** 

### Returns

**Account** 

### CreateUser(User)

User CreateUser(User user)

#### **Parameters**

user **User** 

#### Returns

<u>User</u>

# Deposit(int, int, double)

Transaction Deposit(int userId, int accountId, double amount)

#### **Parameters**

userId int

accountId intd

amount <u>double</u>♂

#### Returns

**Transaction** 

# GetAccountByAccountId(int)

Account GetAccountByAccountId(int accountId)

### **Parameters**

accountId <u>int</u>♂

#### Returns

**Account** 

# GetAccountsByUserId(int)

List<Account> GetAccountsByUserId(int userId)

#### **Parameters**

userId <u>int</u>♂

#### Returns

<u>List</u> < <u>Account</u>>

# GetAllAccounts()

List<Account> GetAllAccounts()

### Returns

<u>List</u> d < <u>Account</u>>

# GetAllUsers()

List<User> GetAllUsers()

### Returns

<u>List</u> d < <u>User</u>>

# GetTransactionsByAccountId(int)

accountId <u>int</u>d

#### Returns

<u>List</u> d< Transaction>

# GetTransactionsByUserId(int)

List<Transaction> GetTransactionsByUserId(int userId)

### **Parameters**

userId <u>int</u>♂

#### Returns

<u>List</u> d' < <u>Transaction</u> >

# GetUserByUserId(int)

User GetUserByUserId(int userId)

### **Parameters**

userId <u>int</u>♂

### Returns

User

# GetUserByUsername(string)

username <u>string</u> <a>d</a>

#### Returns

**User** 

### RemoveAccountUser(int, int)

User RemoveAccountUser(int userId, int accountId)

#### **Parameters**

userId <u>int</u>♂

accountId intd

#### Returns

<u>User</u>

### Transfer(int, int, int, double)

Transaction Transfer(int userId, int fromAccountId, int toAccountId, double amount)

### **Parameters**

userId <u>int</u>♂

fromAccountId intd

toAccountId int

amount <u>double</u> ♂

#### Returns

**Transaction** 

# UpdateUserProfile(int, string, string)

User UpdateUserProfile(int userId, string newUsername, string newPassword)

#### **Parameters**

userId <u>int</u>♂

newUsername <u>string</u>♂

newPassword <u>string</u>♂

#### Returns

**User** 

# ValidateLogin(string, string)

User ValidateLogin(string username, string password)

### **Parameters**

username <u>string</u> <a>d</a>

password <u>string</u> <a>d</a>

### Returns

**User** 

Withdraw(int, int, double)

Transaction Withdraw(int userId, int accountId, double amount)

### **Parameters**

userId <u>int</u>♂

accountId <u>int</u>♂

amount <u>double</u>♂

### Returns

**Transaction** 

# Class InsufficientFundsException

Namespace: BankBackend.Service

Assembly: BankBackend.dll

public class InsufficientFundsException : BankExceptions, ISerializable

#### **Inheritance**

<u>object</u> ♂ ← <u>Exception</u> ♂ ← <u>BankExceptions</u> ← InsufficientFundsException

#### **Implements**

#### **Inherited Members**

Exception.GetBaseException() , Exception.GetType() , Exception.ToString() , Exception.Data , Exception.HelpLink , Exception.HResult , Exception.InnerException , Exception.Message , Exception.Source , Exception.StackTrace , Exception.TargetSite , Exception.SerializeObjectState , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.MemberwiseClone() , object.ReferenceEquals(object, object) .

### Constructors

InsufficientFundsException()

public InsufficientFundsException()

# InsufficientFundsException(string)

public InsufficientFundsException(string message)

#### **Parameters**

# Class InvalidPasswordException

Namespace: BankBackend.Service

Assembly: BankBackend.dll

public class InvalidPasswordException : BankExceptions, ISerializable

#### **Inheritance**

<u>object</u> ♂ ← <u>Exception</u> ♂ ← <u>BankExceptions</u> ← InvalidPasswordException

#### **Implements**

#### **Inherited Members**

Exception.GetBaseException() , Exception.GetType() , Exception.ToString() , Exception.Data , Exception.HelpLink , Exception.HResult , Exception.InnerException , Exception.Message , Exception.Source , Exception.StackTrace , Exception.TargetSite , Exception.SerializeObjectState , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.MemberwiseClone() , object.ReferenceEquals(object, object) , object.ReferenceEqual

### Constructors

InvalidPasswordException()

public InvalidPasswordException()

### InvalidPasswordException(string)

public InvalidPasswordException(string message)

#### **Parameters**

# Class RepositoryException

Namespace: BankBackend.Service

Assembly: BankBackend.dll

public class RepositoryException: BankExceptions, ISerializable

#### **Inheritance**

<u>object</u> ♂ ← <u>Exception</u> ♂ ← <u>BankExceptions</u> ← RepositoryException

#### **Implements**

#### **Inherited Members**

Exception.GetBaseException() , Exception.GetType() , Exception.ToString() , Exception.Data , Exception.HelpLink , Exception.HResult , Exception.InnerException , Exception.Message , Exception.Source , Exception.StackTrace , Exception.TargetSite , Exception.SerializeObjectState , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.MemberwiseClone() , object.ReferenceEquals(object, object) .

### Constructors

RepositoryException()

public RepositoryException()

### RepositoryException(string)

public RepositoryException(string message)

### **Parameters**

# Class UserIdNotFoundException

Namespace: BankBackend.Service

Assembly: BankBackend.dll

public class UserIdNotFoundException : BankExceptions, ISerializable

#### **Inheritance**

<u>object</u> ♂ ← <u>Exception</u> ♂ ← <u>BankExceptions</u> ← UserIdNotFoundException

#### **Implements**

#### **Inherited Members**

Exception.GetBaseException() , Exception.GetType() , Exception.ToString() , Exception.Data , Exception.HelpLink , Exception.HResult , Exception.InnerException , Exception.Message , Exception.Source , Exception.StackTrace , Exception.TargetSite , Exception.SerializeObjectState , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.MemberwiseClone() , object.ReferenceEquals(object, object) .

### Constructors

UserIdNotFoundException()

public UserIdNotFoundException()

### UserIdNotFoundException(string)

public UserIdNotFoundException(string message)

#### **Parameters**

# Class UserNotAuthorizedException

Namespace: BankBackend.Service

Assembly: BankBackend.dll

public class UserNotAuthorizedException : BankExceptions, ISerializable

#### **Inheritance**

#### **Implements**

#### **Inherited Members**

Exception.GetBaseException() , Exception.GetType() , Exception.ToString() , Exception.Data , Exception.HelpLink , Exception.HResult , Exception.InnerException , Exception.Message , Exception.Source , Exception.StackTrace , Exception.TargetSite , Exception.SerializeObjectState , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.MemberwiseClone() , object.ReferenceEquals(object, object)

### Constructors

UserNotAuthorizedException()

public UserNotAuthorizedException()

### UserNotAuthorizedException(string)

public UserNotAuthorizedException(string message)

### **Parameters**

# Class UsernameAlreadyExistsException

Namespace: BankBackend.Service

Assembly: BankBackend.dll

public class UsernameAlreadyExistsException : BankExceptions, ISerializable

#### **Inheritance**

<u>object</u> ✓ ← <u>Exception</u> ✓ ← <u>BankExceptions</u> ← UsernameAlreadyExistsException

#### **Implements**

#### **Inherited Members**

Exception.GetBaseException() , Exception.GetType() , Exception.ToString() , Exception.Data , Exception.HelpLink , Exception.HResult , Exception.InnerException , Exception.Message , Exception.Source , Exception.StackTrace , Exception.TargetSite , Exception.SerializeObjectState , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.MemberwiseClone() , object.ReferenceEquals(object, object) .

### Constructors

UsernameAlreadyExistsException()

public UsernameAlreadyExistsException()

# UsernameAlreadyExistsException(string)

public UsernameAlreadyExistsException(string message)

#### **Parameters**

# Class UsernameNotFoundException

Namespace: BankBackend.Service

Assembly: BankBackend.dll

public class UsernameNotFoundException: BankExceptions, ISerializable

#### **Inheritance**

<u>object</u> ♂ ← <u>Exception</u> ♂ ← <u>BankExceptions</u> ← UsernameNotFoundException

#### **Implements**

#### **Inherited Members**

Exception.GetBaseException() , Exception.GetType() , Exception.ToString() , Exception.Data , Exception.HelpLink , Exception.HResult , Exception.InnerException , Exception.Message , Exception.Source , Exception.StackTrace , Exception.TargetSite , Exception.SerializeObjectState , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.MemberwiseClone() , object.ReferenceEquals(object, object) , object.ReferenceEqual

### Constructors

UsernameNotFoundException()

public UsernameNotFoundException()

### UsernameNotFoundException(string)

public UsernameNotFoundException(string message)

#### **Parameters**