eBank web app

Development process



*All usernames, passwords or other information shown in this presentation is fictive and for illustrative purpose only

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Implementing the web appinitial structure

Skills used

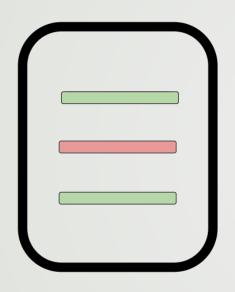
N.O.

*HTML and CSS templates were made available / created by Jonas Schmedtmann.

This step was important to ensure that the initial structure of the web app was properly established (structure on which JavaScript would then be able to work with).

WHAT WAS THE GOAL

Ensuring that all static content for the web app is present in the HTML and CSS documents, with appropriate class names and ids to allow easy reference to it later using JavaScript.



Displaying banking transaction history

Skills used

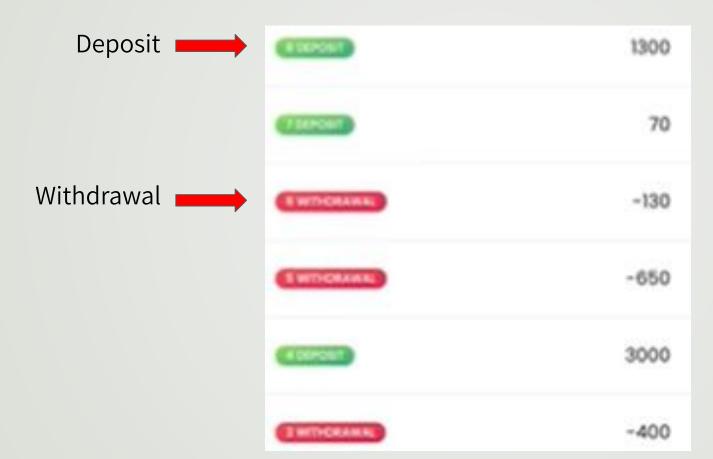
Research Problem solving Code writing Debugging

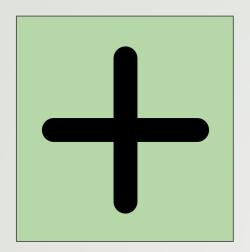
This step was important to allow users to see each transaction carried out in their account, and thus have a good overview of the financial activities carried out.

WHAT WAS THE GOAL

- Using mock user accounts and mock data, the objective was to display on the screen each operation carried out by a user.
 - To do this, a logic to identify whether each operation is a money inflow (deposit) or outflow (withdrawal) was created, and stored in a variable (type).
- A template literal was then created as well, using the variable previously defined (*type*) to dynamically select the right HTML class in the DOM, and the right CSS element associated with it to make the deposits appear green, and the withdrawal red.

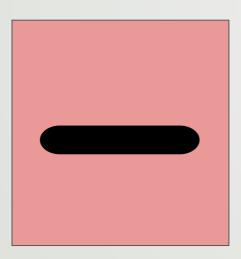
FIRST VIEW OF THE **OPERATIONS HISTORY**







Displaying total balance



Skills used

Research Problem solving Code writing Debugging

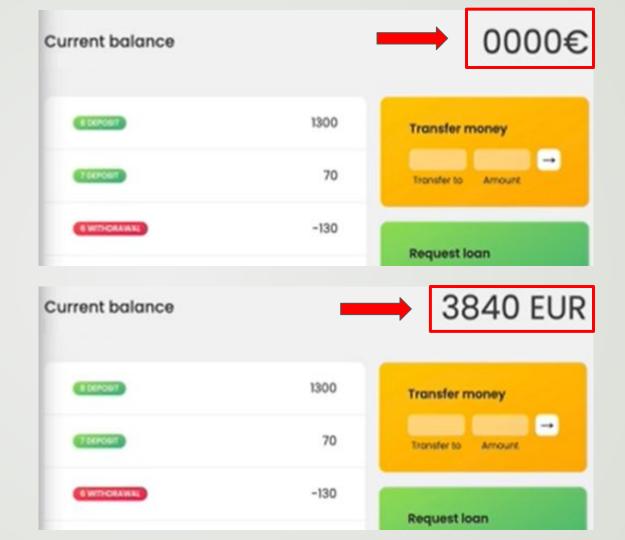
The total balance of the bank account is one of the main information displayed in any banking app, so it was important to calculate it and ensure that it is displayed correctly.

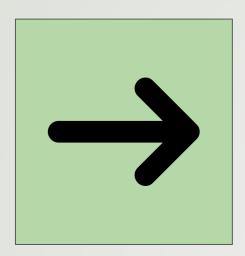
WHAT WAS THE GOAL

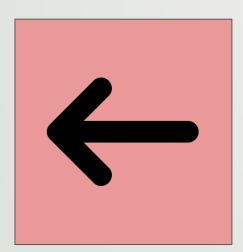
Calculating the balance of user's bank account based on their banking history (deposits and withdrawals), then display this balance.

- To do so, the reduce() method have been used to process each user banking operation array (array that contains all amounts of deposits and withdrawals for a user), in order to return a single balance value.
- For example, a user having 2 deposits of 100\$ and 1 withdrawal of 25\$ would have 175\$ as a balance.

BALANCE CALCULATED AND DISPLAYED







04

Displaying total money in, total money out, and interest

Skills used

Research Problem solving Code writing Debugging

This step was important to present in a simple and quick way a summary of users' money inflows and outflows.

WHAT WAS THE GOAL

From the users' transaction history, separating the deposits from the withdrawals (using the *filter()* method), and then add respectively all the deposits together, and all the withdrawals together, to obtain a single value for each (by chaining *reduce()* method to the *filter()* method).

Interests were also calculated and displayed at this point.

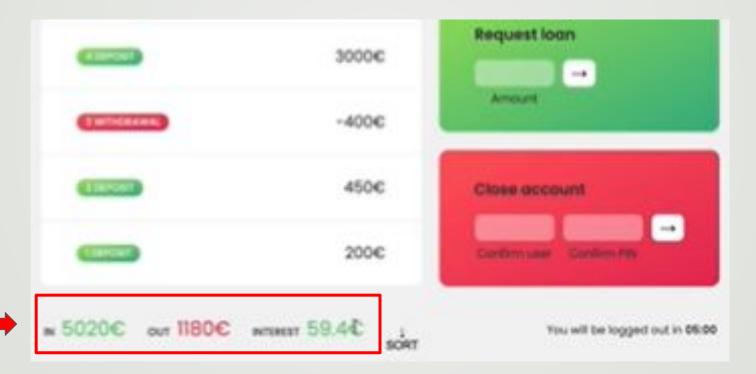
FIRST VIEW

SUMMARY

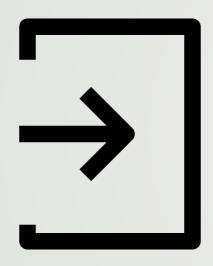


UPDATED VIEW

SUMMARY



05



Implementing the login logic

Skills used

Research Problem solving Code writing Debugging

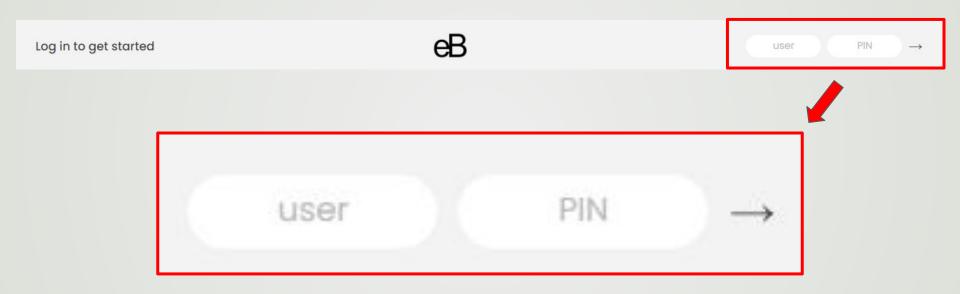
This step was important to ensure that each user has a personalized experience, and that the financial information displayed is unique and specific to each user.

WHAT WAS THE GOAL

Implementing a simple system allowing users to log in with a username and a PIN.

*However, since the focus of this project was primarily on working with arrays, DOM manipulation and functions, the login system has not been developed as much as it could have been, on purpose. Since users information is also not stored in a database, but rather hard coded in the JS file for testing purpose, the login system remains quite basic, and several other features could have been added for a more complete and realistic log in process.

LOGIN PAGE



SIMPLE SYSTEM LOOKING IF USERNAME AND PIN MATCH CORRESPONDING DATA IN THE USER OBJECT



Implementing money transfer between users

Skills used

Research Problem solving Code writing Debugging

Transferring money between people is one of the common operations. It was therefore important to allow users to do the same with eBank web app.

WHAT WAS THE GOAL

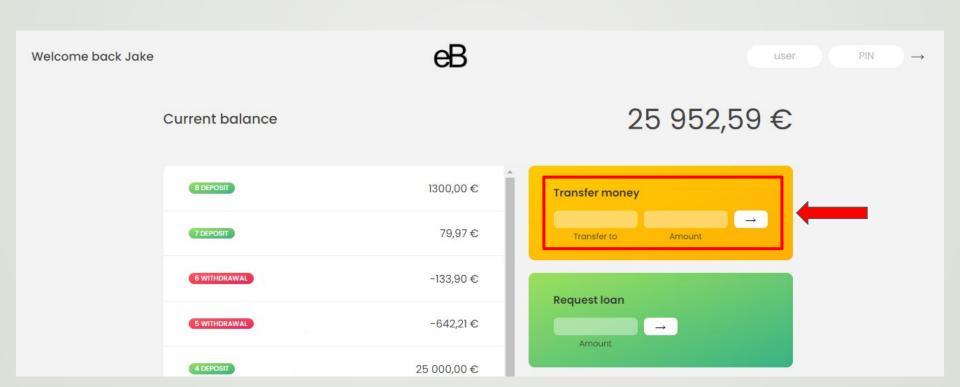
Ensuring that users can transfer money to each other. To do this, two main parts were worked on:

- A part allowing users to identify the receiver account, and to transfer the money there correctly.
 - The find() method was used for this.
- A part allowing users to define the amount to be transferred.

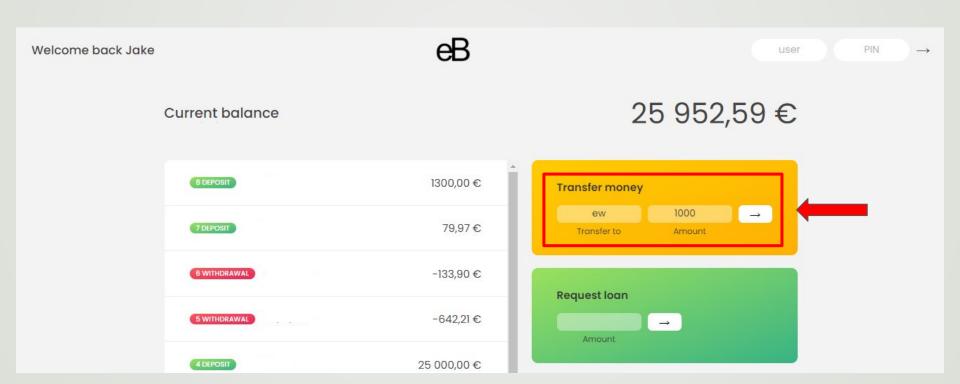
*In both parts, several checks and validations have been coded to prevent users from doing incorrect operations (ex: sending more money than they have, or sending money to a receiver account that does not exist).

Updating in real time, after each transfer, user's UI (balance, operation history, and summary) for both the sender and the receiver.

MONEY TRANSFER BOX

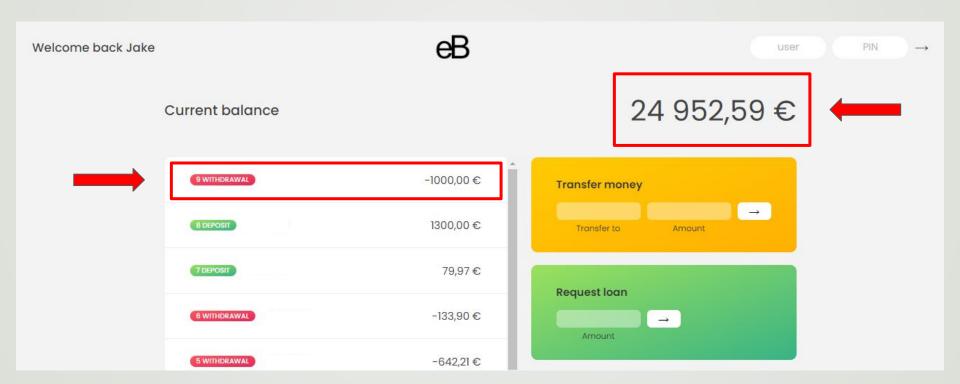


TRANSFERRING MONEY TO ANOTHER USER



TRANSFERRING MONEY TO ANOTHER USER

(SAME UPDATE IN THE **RECEIVER ACCOUNT** TO SHOW THE DEPOSIT TRANSFER +1000)





Implementing the loan feature

Skills used

Research
Problem solving
Code writing
Debugging

Requesting a loan from a bank online is a very common operation for people. It was therefore important to allow users to do the same with eBank web app.

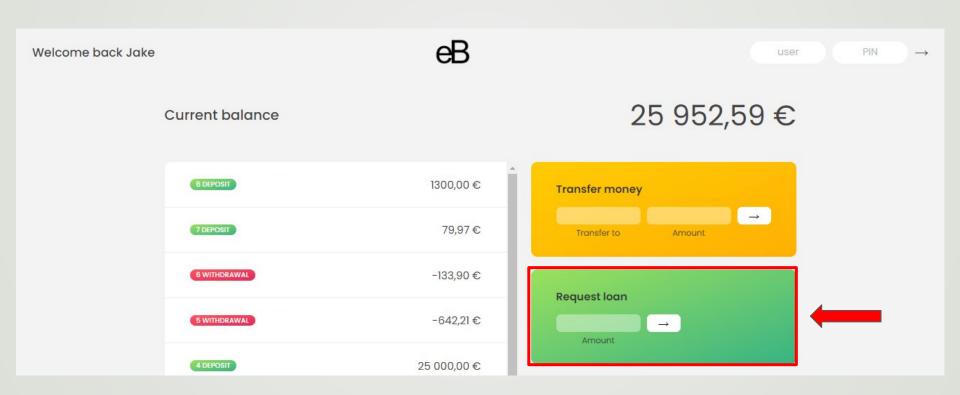
WHAT WAS THE GOAL

Ensuring that users can request a loan. To do this, two main parts were worked on:

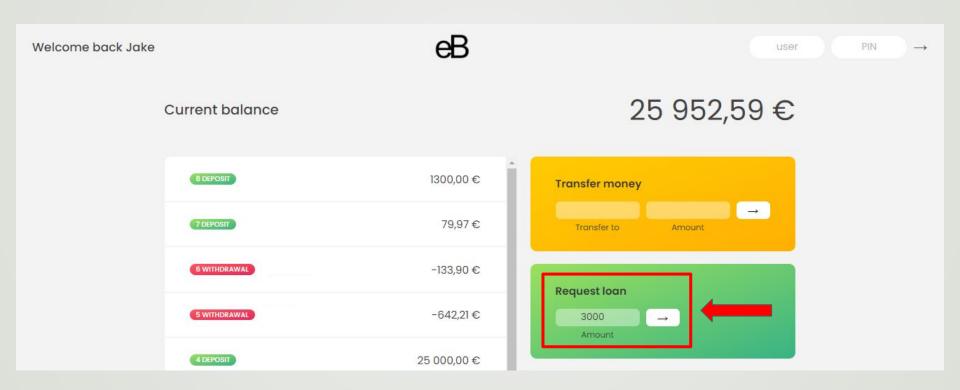
- A part allowing users to define the requested loan amount.
 - Two checks/validations have been added to ensure that the users request an amount greater than
 and that users have at least 1 deposit greater or equal to 10% of the requested loan.
- A part in which a timer has been implemented, simulating the approval time required for the loan (delay of three seconds).

Updating user's UI automatically after loan approval with the new correct numbers (balance, operation history, and summary).

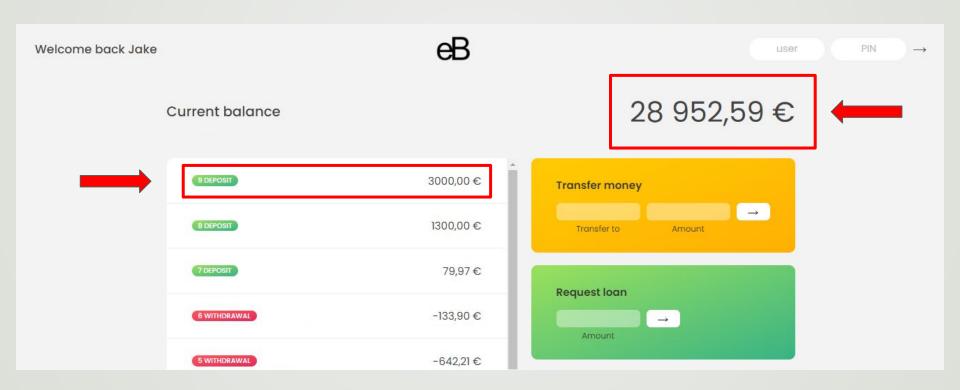
LOAN REQUEST BOX

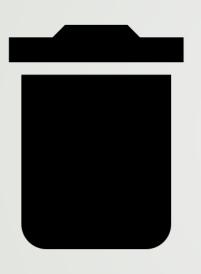


REQUESTING A LOAN



REQUESTING A LOAN





Implementing the delete account box

Skills used

Code writing

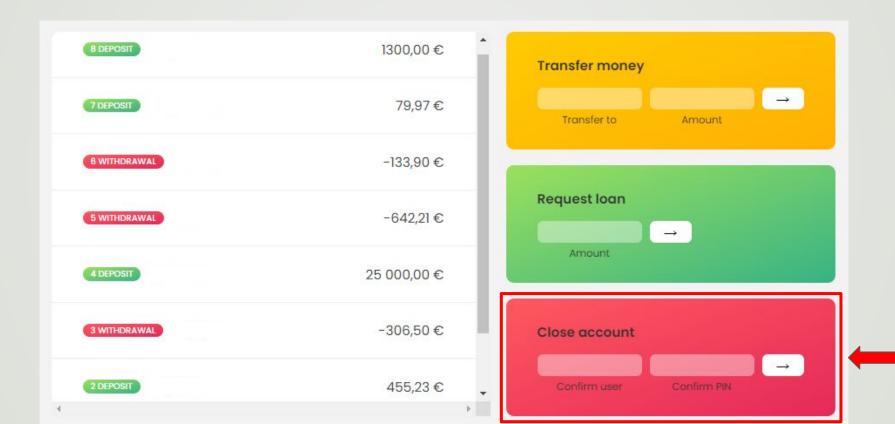
Allowing users to close their accounts is a basic operation that users generally expect to have. It was therefore important to allow users to do the same with eBank web app.

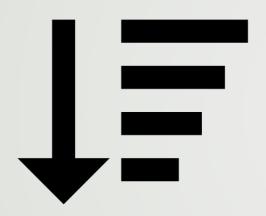
WHAT WAS THE GOAL

Ensuring that users can delete their account by using their username and PIN.

• The *findIndex()* and *splice()* methods have been used for this.

CLOSE ACCOUNT BOX





Implementing the sorting option

Skills used

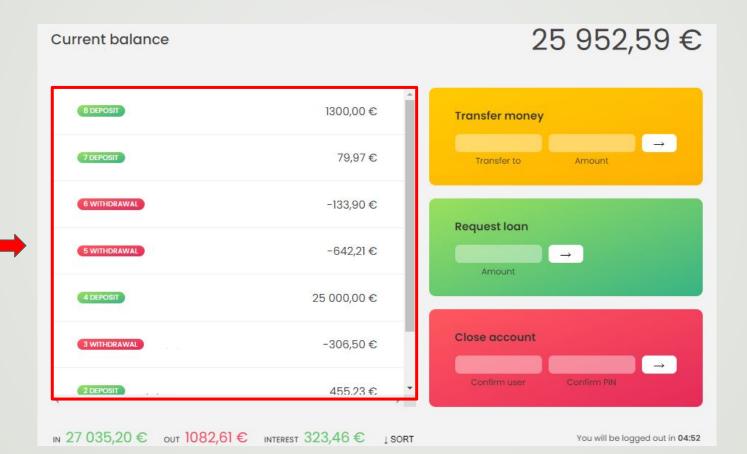
Research
Problem solving
Code writing
Debugging

Sorting financial operations history in an orderly way helps to have a better overview, and improves user experience.

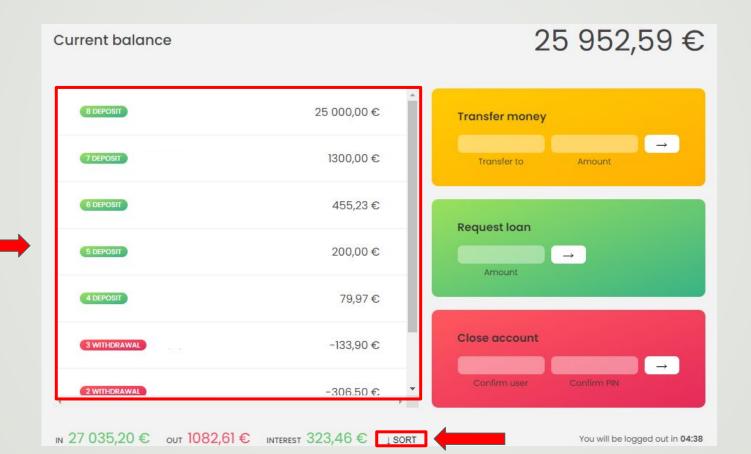
WHAT WAS THE GOAL

Implementing a feature (using the *sort()* method) to allow users to display their financial transactions from the largest deposit to the largest withdrawal, and to return to a chronological display when desired.

CHRONOLOGICAL DISPLAY



SORTED DISPLAY





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Formatting dates and currencies



Skills used

Research
Problem solving
Code writing
Debugging

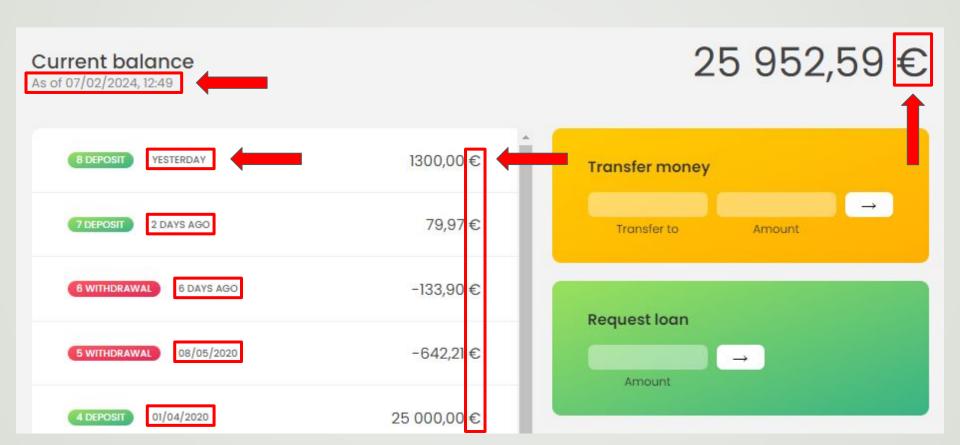
Considering that users may come from multiple regions around the world, it was important to adjust automatically the date format and the currency displayed accordingly, to avoid any possible confusions among users.

WHAT WAS THE GOAL

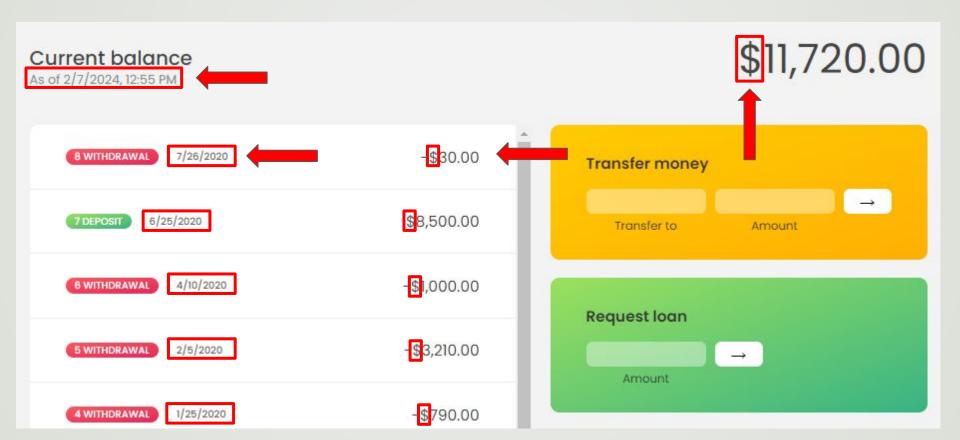
Displaying the correct date format and currency in each user's UI regardless of their location in the world / ensure users don't have to configure themselves these parameters.

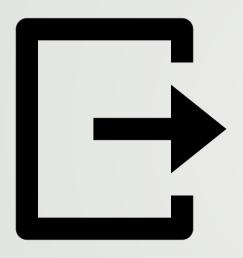
To do so, the *Internationalization* API provided by JavaScript, and more precisely the *Intl.DateTimeFormat* and the *Intl.NumberFormat*, have been used.

DATE AND CURRENCY EUROPE FORMAT



DATE AND CURRENCY US FORMAT





Implementing security automatic logout

Skills used

Research
Problem solving
Code writing
Debugging

User security is always very important in a banking application context. Implementing this feature was therefore necessary.

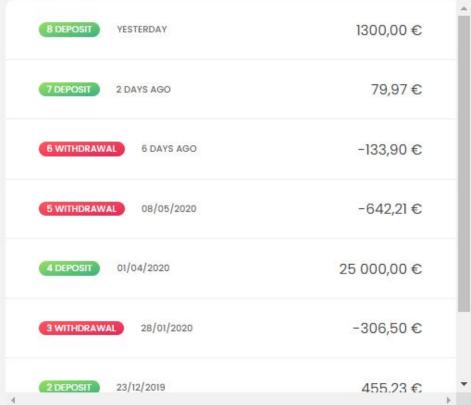
WHAT WAS THE GOAL

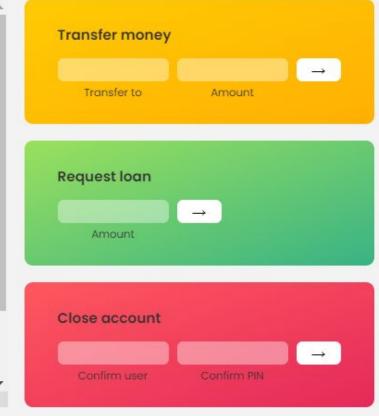
Creating a timer to track each user activity. If a user does not perform any operations within 5 minutes, their account is automatically logged out for security reasons.

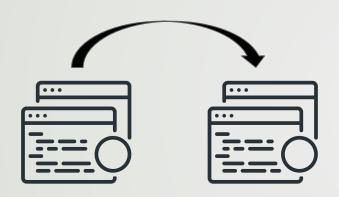
- For each operation carried out by users (money transfer, loan request or sorting financial transactions), the timer is automatically set back to its starting time and re-begin to count down, thus
 avoiding
 unwanted
- To do this, a function (startLogOutTimer) was created to display the timer on users' UI and track inactivity time.

Current balance As of 07/02/2024, 13:11

25 952,59 €







Finalizing code refactoring and **running** final tests

Skills used

Code writing

When possible, it is good practice to refactor codes. When there are a lot of duplicate codes, and some functionalities need to be changed for example, multiple identical updates may be necessary across various locations and files, leading to a potentially lengthy and error-prone process. Code refactoring helps prevent this by making the code cleaner, more logical, and more concise.

WHAT WAS THE GOAL

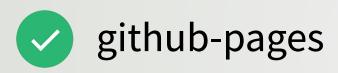
Replacing some previously duplicated lines of code to accomplish the same actions, but with fewer code lines, thus significantly reducing the length of the code. To do this, different functions were created.

Testing the web app with all possible scenarios that users might encounter to ensure everything works as expected.

Fixing bugs as needed.

Adding comments where necessary.

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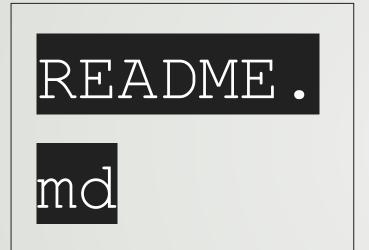


Deploying the web app online

Skills used

N.O.

This step was important to make the eBank web app publicly available by hosting it on GitHub Pages (gh-pages).



Completing the README document

Skills used

Communication Content writing

Ensure the project is well documented and easily accessible by anyone interested.

WHAT WAS THE GOAL

Updating and completing the README file located in the *eBank-web-app* Github repository. The goal was to ensure that all relevant information regarding this project is accessible under these three categories:

- Project description
- User interface
- Technical aspects

README SAMPLE - FULL VERSION ON GITHUB

