# **PARALLEL BANKING SYSTEM**

### **Final Report**

### In fulfillment of the requirements for the

### **CS 4211 Parallel & Distributed Computing Project**

### **At NIIT University**

**Under: Prof PRASHANT SRIVASTAVA** 



### **Submitted by**

S.No	NAME	Enrol No.
1	Pisupati VNSSK Chaitanya	085
2	Tavva GNRSN Prudhvith	142
3	CVN Sai Koushik	024
4	Nandini Sinha	075
5	Kattekola Vaishnavi	270

## 1 INTRODUCTION

In this implementation of the distributed banking system we use java to create a modular executable distributed system and each of the mentioned modules interact using Remote Method Invocation(RMI). Here multiple clients can access the same server at same time without any collisions. This is reminiscent to virtual client-server system as the data structure will serve similar functionality as that of server storage and a java program is written to manage this data structure whereas the client will be emulated by multiple instances of the windows terminal. The client will first login (necessary for server to authorize the client) and after doing so client will have access to some basic operations like deposit, withdraw, check balance and view transaction history. All the client-side instructions will have to be given in the form of queries written in the command prompt, which the java program of the client side will parse and communicate the request to the server side. The pros for decentralizing the processing conquer the cons so, here we are implementing a distributed banking system that consists of a server and a network of several clients where server maintains and manages all users account data and the consumers could interact with clients and perform their operations offered by server.

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### **2 MOTIVATION**

On demand services are experiencing increasing need as more and more people are interested in the possibility of accessing services on the go. So, with this trend in mind we tried to find an application of the course CS-4211 Parallel and Distributed Computing and incorporate it into our project. Since this course deals with parallel execution and the communication between tasks we had the idea of implementing a distributed banking system where the different terminal windows will simulate the independent clients/users which will try to simultaneously access a server emulated by a database and controlled by a java program. Once they are granted the access they can perform some basic transaction operations.

## 3. PROPOSED WORK

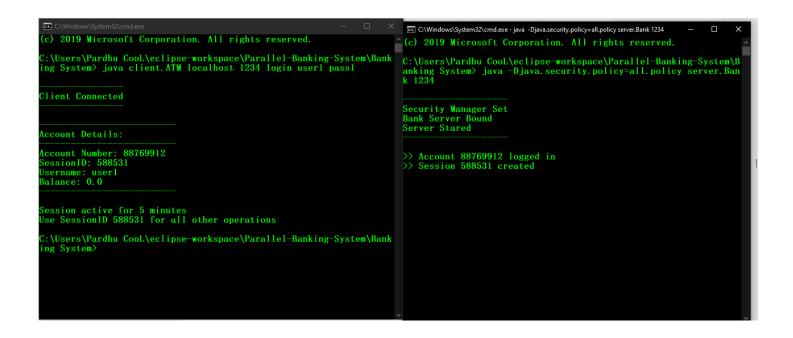
#### 3.1. Aim of the proposed Work

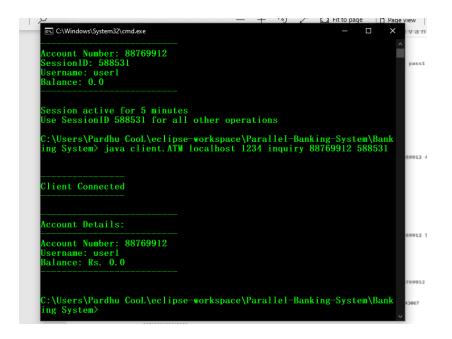
The aim of this work to create a client-server based program which communicated via Java RMI. Here the client i.e. terminal initiates an operation by calling a remote method on the bank server to execute some basic transaction functionalities but first of all login is required to authenticate the user account for which simple array based data structure has been used.

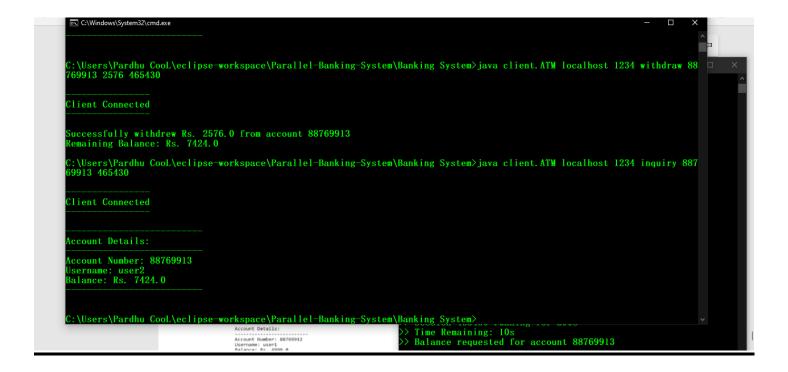
#### 3.2. Work Done

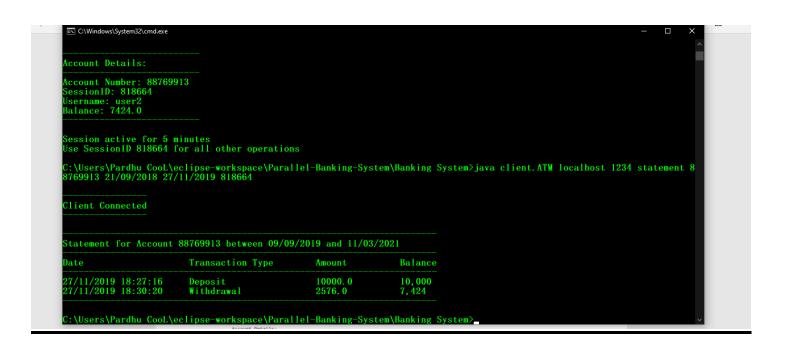
- First, we have to register for RMI port
- Let it be any random port 1234
- Then login has to dine with right credentials
- If successful:
- Login for user gets valid for 5 minutes
- Now ask for any option user wants among the provided functionalities
- Let it be inquiry
- If inquiry account number is typed
- The current balance of account number is amount
- Now let the asked functionality be deposit
- deposit account number: deposit amount
- Successfully deposited deposit amount to account number

# **SCREENSHOTS OF THE WORK DONE**

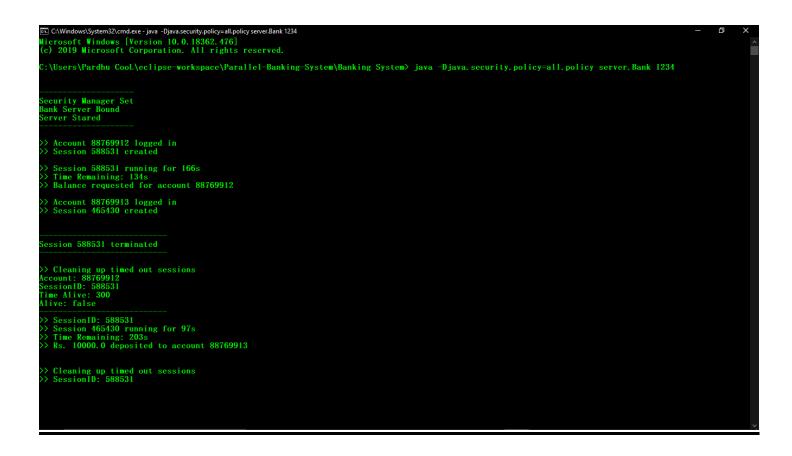












# **4 APPLICATION OF THE PROJECT**

#### 4.1. Problem Statement

To implement a distributed banking system where the different terminal windows will simulate the independent clients/users which will try to simultaneously access a server emulated by a database and controlled by a java program. Once they are granted the access they can perform basic transaction operations like deposit, withdrawal, inquiry and bank statement receipt.

#### 4.2. Constituents

This distributed banking system consists of a server and a client. The server all users basic account information that can be invoked by customer via terminal. The functionalities are as follows:

- deposit: in this operation the user account's balance would get increased by the amount entered.
- withdraw: using this operation the user account's balance would get deducted by the amount entered.
- inquiry: using this operation the user would get to know his/her balance of respective account.
- getStatement: this operation returns a statement having transactions over a period of time.
- login: this operation is to authenticate the user account accessibility. Here we have written a client-server based program which communicated via Java RMI. Here the client i.e. terminal initiates an operation by calling a remote method on the bank server to execute one of the above-mentioned functionalities but first of all login is required to authenticate the user account for which simple array based data structure has been used. If the login succeeds a session ID is returned which is then valid for 5 minutes to use. The session ID acts as an authentication token that must be passed for each of the other remote methods.

# **5 CONCLUSION**

In this day and age of developing advancements, endeavours are moving towards the Internet for trade and business. Individuals are surging towards the web based business applications for their everyday needs, which thus are making the Internet extremely well known. Internet Banking has given both an open door and a test to conventional managing an account. In the quickly developing world, managing an account is a need, which takes a great deal of time from our bustling schedule. How Distributed applications like web based Banking, can be created without much of a stretch utilizing Java and its conveyed model of distributed architecture, is shown in this paper. This project as intended has helped us to learn a lot how to write distributed programs in Java. We created a program with the aim of implementing a client-server based program which communicated via Java RMI. Here the client i.e. terminal initiates an operation by calling a remote method on the bank server to execute some basic transaction functionalities but first of all login is required to authenticate the user account for which simple array based data structure has been used.

# **6 FUTURE DEVELOPMENT POSSIBILITIES**

This project can be enhanced by incorporating various other functionalities or features like enhanced security with encrypted implementation of login functionality. Also, GUI implementation instead of the current command line implementation will be a more practical and aesthetically pleasing method to go about it.