

Simple Banking System

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1. Introduction

This program simulates a simple banking system using a 2D array to store account details. It supports basic banking operations through a text-based menu.

2. Features Implemented

i) Interface: BankOperations

Defines the operations the bank should support:

- `createAccount()`
- `deleteAccount()`
- `deposit()`
- `withdraw()`
- `checkBalance()`

ii) Class: Bank implements BankOperations

Handles all the banking operations.

Fields:

- `static int nextAccNo`: To generate unique account numbers (starts from 1000).
- `static final int maxAccNo`: Max number of accounts (100).
- `static int count`: Number of current accounts.
- `String[][] accountsArray`: 2D array to store account info:
`accountsArray[i][0]` → account holder name
`accountsArray[i][1]` → account number
`accountsArray[i][2]` → balance

Constructor:

- Initializes `accountsArray`.

Methods:

- **`createAccount()`:**
Prompts for name, generates an account number, sets balance to 0, and stores the details.
- **`deleteAccount()`:**
Removes the account with the specified account number and shifts remaining entries.

- **deposit():**
Adds a valid amount to the account balance after verifying the account.
- **withdraw():**
Deducts a valid amount from the account if sufficient balance is available.
- **checkBalance():**
Displays the balance and name for the entered account number.

iii) Class: Main

The entry point of the program.

Main Logic:

- Displays a menu using a do-while loop.
- Takes user input and calls corresponding methods in the Bank class.
- Exits on choice 6.

3. Limitations

- No data is saved after the program ends (no database or file storage)

4. Possible Enhancements

- Save account details to a file or database
- GUI-based version using Swing or JavaFX

5. Conclusion

This project provides a good understanding of how Java OOP concepts can be applied in real-life applications like banking systems.