

## **Department of Computer Engineering**

Faculty of Engineering
University of Sri Jayewardenepura

Course	Programming Quest
Course Code	CO2210
Deadline	On 2 <sup>nd</sup> November 2021 at 2355H
Assignment No.	06
GeherMInstructions	100
Outcomes	The objectives of this lab session are,

- This is an individual assignment with Java Development
- This assignment should the elopphote dassid place prignard Frog language
- Use the standard header files in the assignment.
- Do not use external libraries in this assignment.
- Submit all source code files (\*.java) in a zip file. The zip file should be named in the yy\_ENG\_abc.zip format. (for example, if the index number is 19/ENG/777, the zip file name should be 19\_ENG\_777.zip.
- Late submission are accepted upto 72 hours from the original deadline but marks will be deducted.
- Submit the zip file to CO2210 Programming Quest LMS page on or before the deadline mentioned above. If the LMS course page is not working, then the zip file can be emailed to randima@sjp.ac.lk.

## Quest 06

## Building a banking system using Java

Develop an application to represents the basic operations of a bank. Create a console-based interface to interact with the user. Your application should support the following operations.

- 1. Create a bank account
- 2. Close a bank account
- 3. Withdraw money
- 4. Deposit money
- 5. Request balance
- 6. Transfer money

Use files to store the data related to all the accounts and transactions.

Prepare a documentation of your application which includes the class diagram and use case diagram. Put all the codes, data, and documents into a single .zip file and upload it to the LMS on or before the deadline. Only one member of the group has to submit the assignment.