

Project 1 Description

You are required to build a banking application with three views: administrator, teller, and client. This application should follow the below guidelines.

An Administrator must login to use the system.

An Administrator can:

- Create an administrator account
- Delete an administrator account
- Change an administrator account password
- Create a teller account
- Delete a teller account
- Change a teller account's password
- View all transactions within the system and the teller that performed them
- View list of pending online banking applications
- View specific online banking application
- Approve specific online banking application by checking that application information lists same information as account number owner information

A teller must:

- Change his password upon first-login after password being changed by admin
- Login to use the system

A teller can:

- View a list of client's accounts, given client's ID number
- Access client's account using account number
- View transactions in account
- Create a deposit
- Create a withdrawal
- Create account for existing client
 - Account can be of two types "Current" or "Savings." Current account gets no interest. Savings account gets 0.0075% interest daily.
- Add new client

A client must:

- Register for online banking using name, national ID, bank account number, username, and password
- Await administrator approval for online banking before logging in

A client can:

- View accounts and balances
- View deposit/withdrawal/interest transactions for each account
- Transfer money from one account to another

- Update contact information
- Change Password
- “Forget Password” and receive a randomly generated password that must be changed upon first login with it

Bonus points will be given for:

- Account owner receiving an SMS upon withdrawal / deposit (10%)
- Modern 2018 User Interface (10%)
- Password encryption in the database (5%)
- Teller account can be used as both teller account and client account if teller is client (10%)