Developer Documentation

1. Basic Software Structure:

The project consists of 8 classes. 3 of them (Manager, Transaction and Account are serializable), 1 is an Exception and 4 of them are normal classes. The Main class contains the main method. Each class is independent from the others, just some of them use other classes as fields.

2. Detailed Class Description:

a) Account:
Class representing a single account. Implements Serializable interface, so it can be saved and loaded. It has several fields containing data.

b) AccountNonExistantException:
Custom exception that is thrown whenever an account is not found by the find_account method from the Manager class.

c) Display:
Class used for displaying data to the user. It contains several methods for displaying the accounts in a few different ways.

d) Help:
Class containing functions displaying help.

e) Main:
Main Class, containing the event loop and the main method.

f) Manager:
Main class of the program, responsible for storing data reading user inputs and calling other functions. It handles creating new accounts, adding new transaction and basically all the main operations of the program. It implements the Serializable interface, so the data can be saved and loaded using the Serializator class.

g) Serializator:
Class containing methods for serialization of the Manager class instance. It can save and load Manager instance from a file and handles all the exceptions that can arise.

h) Transaction:
Represents a single transaction. Implements Serializable interface, so it can be saved and loaded.

3. External dependencies:

Project does not use any external libraries, only java ones but it is necessary to use Maven to build it.