



# University of Information Technology & Sciences

# OOP Lab – Project Report

Course Title : Object-Oriented Programming Language Lab

Course Code : CSE0613122

<u>Topic</u>: Bank Management System

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# Project Report for Bank Account Management System

### **Project Overview:**

The Bank Account Management System is a Java-based program that simulates banking operations for two types of accounts: Savings Account and Current Account. It provides functionalities such as depositing money, displaying balance, computing and depositing interest (for savings accounts), withdrawing money, and ensuring minimum balance compliance (for current accounts).

The program utilizes inheritance to model the relationship between generic accounts (Account) and their specific types (SavAcct and CurrAcct).

### **Objectives:**

Model real-world banking features using object-oriented programming (OOP) concepts. Use inheritance to create specialized classes for savings and current accounts. Provide interactive functionality to handle customer transactions. Implement error handling to ensure data validity and user-friendly error reporting.

#### **Features:**

1. Savings Account	Compound interest computation and deposit.
-	Deposit and withdrawal capabilities.
	No minimum balance requirement.
2. Current Account	Minimum balance enforcement with penalty for non-compliance.
	Deposit and withdrawal capabilities.
	No interest computation.
3. Generic Functionalities	Balance display.
	Transaction logging through console messages.
	Exception handling for invalid inputs or operations.

### **Class Structure and Methods:**

1. Class: Account	Purpose:	Acts as a base class for all types of accounts. Stores common attributes and methods.
	Attributes:	<ul> <li>customerName: Name of the account holder.</li> <li>accountNumber: Unique identifier for the account.</li> <li>accountType: Type of the account (Savings/Current).</li> <li>balance: Current account balance.</li> </ul>
	Methods:	<ul> <li>initialize(): Initializes account details.</li> <li>deposit(double amount): Adds money to the balance. Throws exception for invalid inputs.</li> <li>displayBalance(): Displays the current balance.</li> <li>withdraw(double amount): Deducts money from the balance. Handles insufficient funds.</li> </ul>
2. Class: SavAcct	Purpose:	Represents a savings account.
	Attributes:	• interestRate: Fixed annual interest rate (4%).
	Methods:	• computeAndDepositInterest(): Computes interest on the balance and adds it.
3. Class: CurrAcct	Purpose:	Represents a current account.
	Attributes:	<ul> <li>minimumBalance: Required minimum balance (500).</li> <li>penalty: Penalty for falling below minimum balance (50).</li> </ul>
	Methods:	• checkMinimumBalance(): Checks if balance meets the minimum requirement and applies penalty if not.
4. Class: BankAccountManagement	Purpose:	• Entry point for the program and contains the main logic for user interaction.
	Methods:	<ul> <li>manageSavingsAccount(): Handles savings account operations via a menu-driven interface.</li> <li>manageCurrentAccount(): Handles current account operations via a menu-driven interface.</li> </ul>

### **Implementation Details:**

Key Concepts Used	1. Inheritance:	SavAcct and CurrAcct extend Account to inherit
		common attributes and methods.
	2. Encapsulation:	Class attributes are protected via public methods.
	3. Exception Handling:	Ensures user inputs and operations are valid.
		Provides meaningful error messages for invalid
		cases.
Menu-Driven Interface	The program uses a	1. Deposit money.
	menu system for each	2. Display the current balance.
	account type, allowing	3. Compute and deposit interest (savings account
	users to:	only).
		4. Check minimum balance and apply penalties
		(current account only).
		5. Withdraw money.
Input Validation	Deposit Amount:	Must be positive.
	Withdrawal Amount:	Must be positive and less than or equal to the current
		balance.

#### **Code:**

```
import java.util.Scanner;
// Base class representing a generic bank account
class Account {
  String customerName; // Name of the account holder
  long accountNumber; // Unique identifier for the
account
  String accountType; // Type of account
(Savings/Current)
  double balance;
                       // Current balance in the account
  // Method to initialize account details
  void initialize(String name, long accNo, String type,
double initialBalance) {
    this.customerName = name:
    this.accountNumber = accNo:
    this.accountType = type;
    this.balance = initialBalance:
  }
  // Method to deposit money into the account
  void deposit(double amount) throws
IllegalArgumentException {
    if (amount <= 0) {
       throw new IllegalArgumentException("Deposit
amount must be positive.");
    balance += amount; // Update the balance
     System.out.println("Deposit successful! New
balance: " + balance);
  }
  // Method to display the current balance
  void displayBalance() {
     System.out.println("Account Balance: " + balance);
  // Method to withdraw money from the account
  void withdraw(double amount) throws
IllegalArgumentException, IllegalStateException {
    if (amount <= 0) {
       throw new
IllegalArgumentException("Withdrawal amount must be
positive.");
     if (amount > balance) {
       throw new IllegalStateException("Insufficient
balance for withdrawal.");
    balance -= amount: // Deduct the amount from
balance
     System.out.println("Withdrawal successful! New
balance: " + balance);
// Subclass representing a savings account
class SavAcct extends Account {
  final double interestRate = 0.04; // Annual interest
rate (4%)
  // Method to compute and deposit interest
  void computeAndDepositInterest() {
```

```
double interest = balance * interestRate; //
Calculate interest
     balance += interest; // Add interest to balance
     System.out.println("Interest computed and
deposited! New balance: " + balance);
}
// Subclass representing a current account
class CurrAcct extends Account {
  final double minimumBalance = 500; // Minimum
balance requirement
  final double penalty = 50;
                                // Penalty for falling
below minimum balance
  // Method to check and enforce the minimum balance
requirement
  void checkMinimumBalance() {
     if (balance < minimumBalance) {</pre>
       balance -= penalty; // Deduct penalty if balance
is below minimum
       System.out.println("Balance below minimum!
Penalty of " + penalty + " imposed. New balance: " +
balance);
     } else {
       System.out.println("Minimum balance
maintained.");
// Main class to manage the bank account system
public class BankAccountManagement {
  public static void main(String[] args) {
     Scanner scanner = new Scanner(System.in): //
Input scanner
     SavAcct savingsAccount = new SavAcct();
     CurrAcct currentAccount = new CurrAcct();
     try {
       // Prompt user to enter account details
       System.out.println("Enter account type
(Savings/Current): ");
       String accountType = scanner.next();
       System.out.println("Enter customer name: ");
       String name = scanner.next();
       System.out.println("Enter account number: ");
       long accountNumber = scanner.nextLong();
       System.out.println("Enter initial balance: ");
       double initialBalance = scanner.nextDouble();
       // Handle account type and initialize appropriate
object
       switch (accountType.toLowerCase()) {
          case "savings": {
            savingsAccount.initialize(name,
accountNumber, accountType, initialBalance);
            manageSavingsAccount(scanner,
savingsAccount); // Manage savings account operations
            break;
```

```
case "current": {
            currentAccount.initialize(name,
accountNumber, accountType, initialBalance);
            manageCurrentAccount(scanner,
currentAccount); // Manage current account operations
            break:
          default: {
            System.out.println("Invalid account type!");
// Handle invalid input
            break;
         }
    } catch (Exception e) {
       // Handle any unexpected errors
       System.out.println("Error: " + e.getMessage());
    } finally {
       scanner.close(); // Close the scanner to free
resources
  }
  // Method to manage savings account operations
  static void manageSavingsAccount(Scanner scanner,
SavAcct account) {
    boolean exit = false; // Flag to exit the menu
    while (!exit) {
       try {
          // Display menu options
          System.out.println("\n1. Deposit\n2. Display
Balance\n3. Compute Interest\n4. Withdraw\n5. Exit");
          System.out.println("Enter your choice: ");
          int choice = scanner.nextInt();
         // Handle menu options
          switch (choice) {
            case 1: {
               System.out.println("Enter amount to
deposit: ");
               double amount = scanner.nextDouble();
               account.deposit(amount);
               break:
            }
            case 2: {
               account.displayBalance();
               break;
               account.computeAndDepositInterest();
               break;
            case 4: {
               System.out.println("Enter amount to
withdraw: ");
               double amount = scanner.nextDouble();
               account.withdraw(amount);
               break;
            }
            case 5: {
               exit = true; // Exit the menu
               break:
            default: {
```

```
System.out.println("Invalid choice!");
       } catch (Exception e) {
          // Handle any menu-specific errors
          System.out.println("Error: " + e.getMessage());
    }
  }
  // Method to manage current account operations
  static void manageCurrentAccount(Scanner scanner,
CurrAcct account) {
    boolean exit = false; // Flag to exit the menu
    while (!exit) {
       try {
          // Display menu options
          System.out.println("\n1. Deposit\n2. Display
Balance\n3. Check Minimum Balance\n4. Withdraw\n5.
Exit");
          System.out.println("Enter your choice: ");
          int choice = scanner.nextInt();
          // Handle menu options
          switch (choice) {
            case 1: {
               System.out.println("Enter amount to
deposit: ");
               double amount = scanner.nextDouble();
               account.deposit(amount);
               break;
            case 2: {
               account.displayBalance();
               break;
            case 3: {
               account.checkMinimumBalance();
               break:
            case 4: {
               System.out.println("Enter amount to
withdraw: ");
               double amount = scanner.nextDouble();
               account.withdraw(amount);
               break;
               exit = true; // Exit the menu
               break;
            default: {
               System.out.println("Invalid choice!");
       } catch (Exception e) {
          // Handle any menu-specific errors
          System.out.println("Error: " + e.getMessage());
    }
  }
```

## **Sample Interaction**

Note: Interest Rate is 4% and Minimum Balance is 500 (Penalty for lower Balance is 50)

Enter account type (Savings/Current): Savings	
Enter customer name: Gaus	
Enter account number: 12	
Enter initial balance: 1000	
(default interface)	(interface with user input)
1. Deposit	Enter your choice: 1
2. Display Balance	Enter amount to deposit: 50
3. Compute Interest	Deposit successful! New balance: 1050.0
4. Withdraw	
5. Exit	
1. Deposit	Enter your choice: 2
2. Display Balance	Account Balance: 1050.0
3. Compute Interest	
4. Withdraw	
5. Exit	
1. Deposit	Enter your choice: 3
2. Display Balance	Interest computed and deposited! New
3. Compute Interest	balance: 1092.0
4. Withdraw	
5. Exit	
1. Deposit	Enter your choice: 4
2. Display Balance	Enter amount to withdraw: 50
3. Compute Interest	Withdrawal successful! New balance: 1042.0
4. Withdraw	
5. Exit	
1. Deposit	Enter your choice: 5
2. Display Balance	(Program Finishes)
3. Compute Interest	
4. Withdraw	
5. Exit	

Enter account type (Savings/Current): Current	
Enter customer name: Borhan	
Enter account number: 13	
Enter initial balance: 500	
(default interface)	(interface with user input)
1. Deposit	Enter your choice: 1
2. Display Balance	Enter amount to deposit: 50
3. Compute Interest	Deposit successful! New balance: 550.0
4. Withdraw	
5. Exit	
1. Deposit	Enter your choice: 2
2. Display Balance	Account Balance: 550.0
3. Compute Interest	
4. Withdraw	
5. Exit	
1. Deposit	Enter your choice: 4
2. Display Balance	Enter amount to withdraw: 100
3. Compute Interest	Withdrawal successful! New balance: 450.0
4. Withdraw	(to show penalty)
5. Exit	
1. Deposit	Enter your choice: 3
2. Display Balance	Balance below minimum! Penalty of 50.0
3. Compute Interest	imposed. New balance: 400.0
4. Withdraw	
5. Exit	
1. Deposit	Enter your choice: 5
2. Display Balance	(Program Finishes)
3. Compute Interest	
4. Withdraw	
5 Evit	

5. Exit

## **Exception Handling**

Throws IllegalArgumentException for non-positive
amounts.
Throws IllegalStateException.
Catches Exception for unexpected issues during input parsing.

## **Limitations**

No persistence:	Account data resets after program termination.
No multi-user support:	Only one account can be managed per session.
Limited features:	Real-world banking operations like account creation and
	deletion are not implemented.

## **Future Enhancements**

1. Database Integration:	Store account data in a database for persistence and multi-
	user support.
2. GUI Implementation:	Replace the console-based interface with a graphical user
	interface.
3. Additional Account Types:	Add support for more account types (e.g., Fixed Deposit,
	Business Accounts).
4. Advanced Features:	Include functionality for cheque issuance and processing.