

OOP WRITE-UP: FIRST BANK OF NERDS

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Abstract

A working model of a small bank.

1 PROJECT SUMMARY:

Our objective was to write a simple simulation of a banking system that offers a modern and advanced set of features, including account management, customer management, and effortless transactions such as depositing and withdrawing. The interface is designed to be user-friendly and easy to use, allowing for seamless navigation without any confusion or inconvenience.

2 CHALLENGES:

Navigating the process of collaborating with a team and utilizing Git to manage our project can be challenging during the initial phase.

Initially, creating a UML for the project was challenging and somewhat confusing for us, as it was our first time incorporating this technique.

While the theoretical understanding of object-oriented programming is relatively straightforward, putting those concepts into practice for this particular project has proven to be a challenge for me. I'm grateful for the guidance and support provided by my teammates, without which I would not have been able to progress.

3 SUCCESSES:

I find great satisfaction in collaborating with others and learning from their expertise and approaches. It's fulfilling to know that I've made valuable contributions to the project, especially in areas where I had initial doubts about my capabilities.

SPC Viner led our team by creating a clear plan for tackling the project. This process highlighted each of our strengths and weaknesses, allowing us to select the most suitable tasks for us to work on. It was truly rewarding to see the results of our collaboration come to fruition at the end of the project.

4 LESSONS LEARNED:

Our team's success was attributed to effective communication and the willingness to seek help when needed. Collaborating with SSG Smith and SPC Viner was a humbling experience that taught me the value of working together and how it can simplify even the most complex tasks. I am thankful for the opportunity to have worked with them.