Basic Banking Application in JAVA

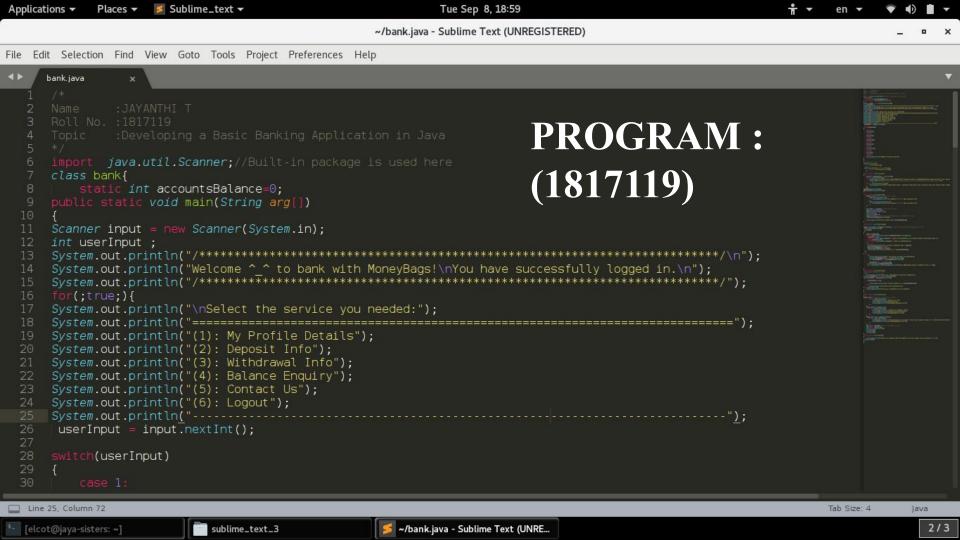
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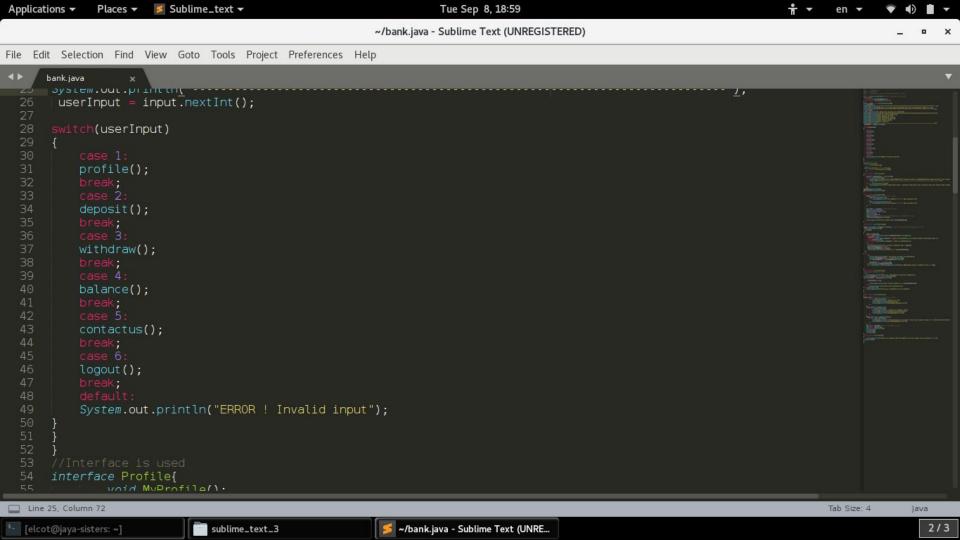


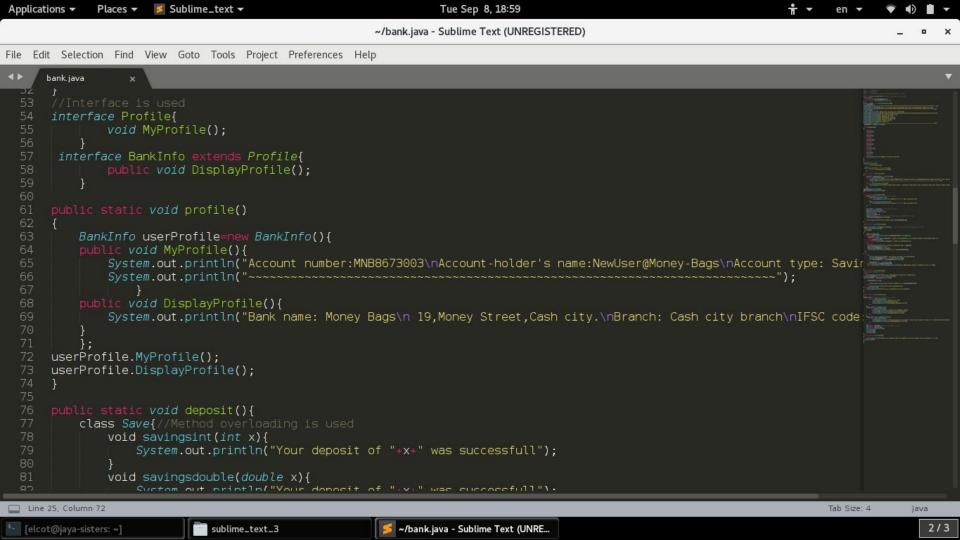


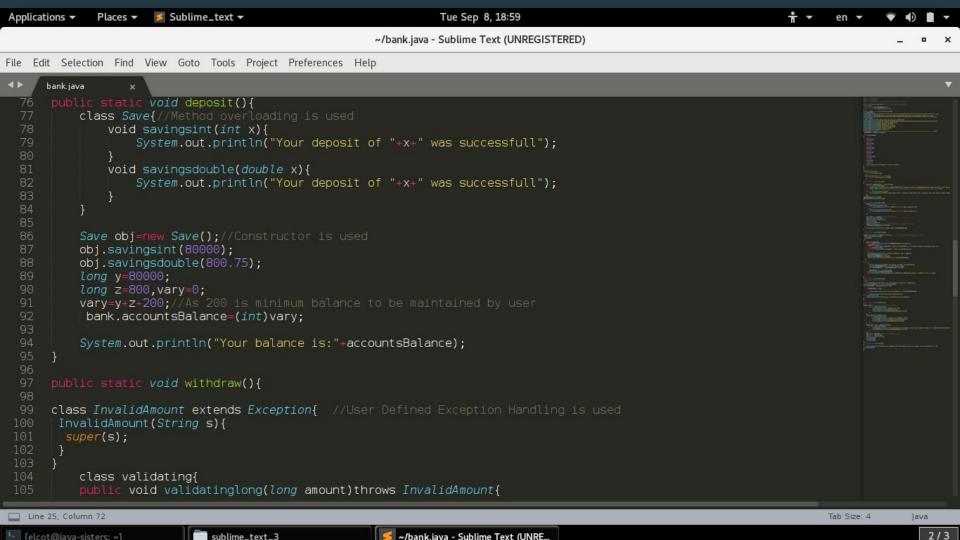


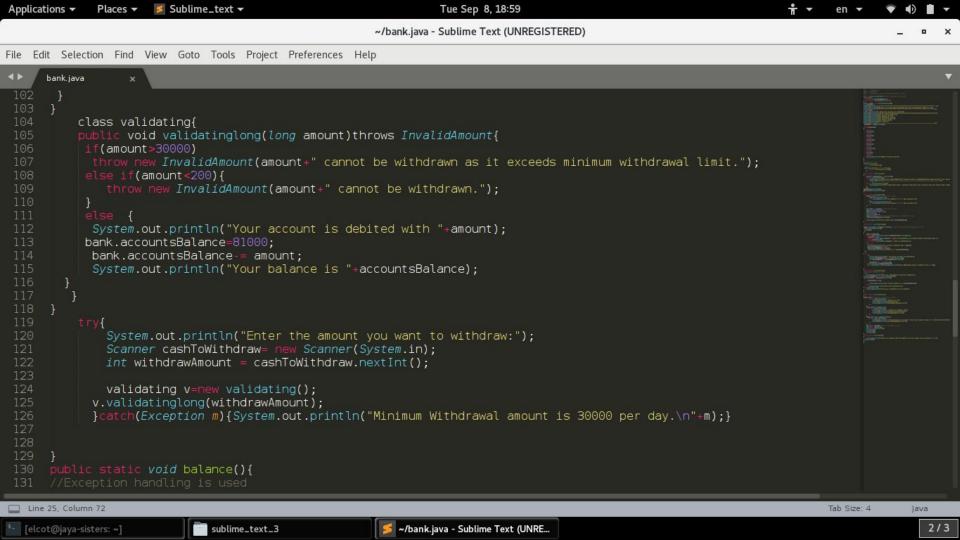


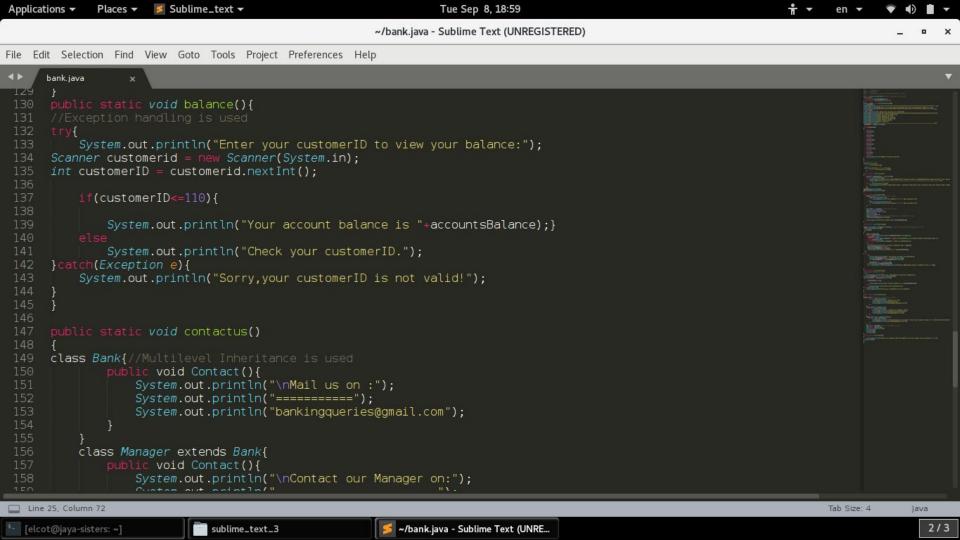


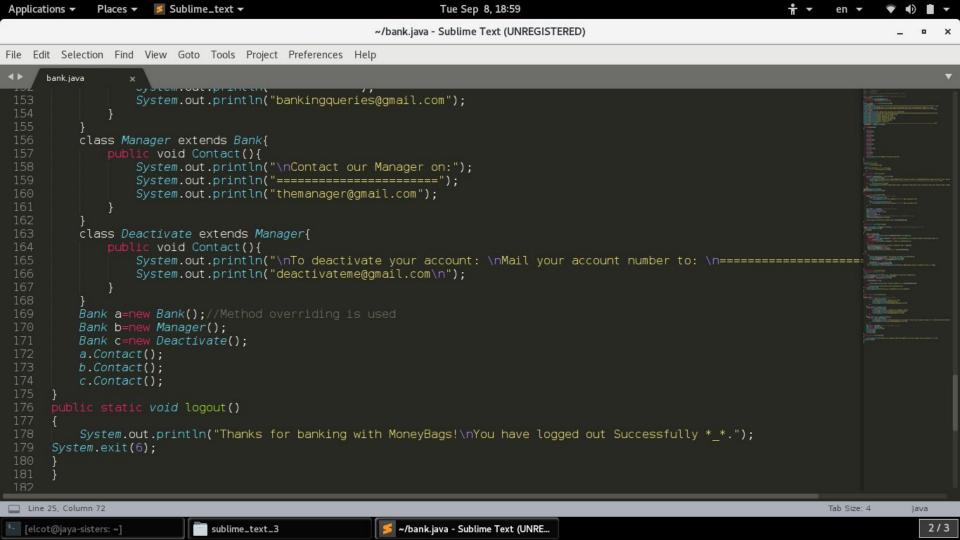












PROJECT REPORT

Project Title: BASIC BANKING APPLICATION IN JAVA

Problem Statement

To develop a basic banking application in JAVA using interface, inheritance, constructor, method overloading, method overriding and user defined exception.

Explanation:

The program is defined such that the user once logged in could view his or her own profile details, can deposit amount, withdraw amount, view the balance in the account, contact the bank and logout User can determine which sewice he or she want by entering the valid input.

To get the input from the user scanner from util package was imported.

Module 1: Profile

Profile displays the user's account number, name and account type. Also displays the bank details.

To display the details of the user, interface is used to hiding the details Bank details are also displayed using interface in

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CamScanner

Module 2 : Deposit

In this module, deposit amount was implicitly defined inorder to demonstrate method overloading. Here, an object is created which is a constructor to call the overloading class. The overloading class prints the amount deposited

Module 3: Withdraw

In this module, user is asked to enter the withdrawal amount Here, user defined exception handling is used. This exception handling checks the given conditions and decides whether to make an exception alert or not.

If the withdrawal amount entered was greater than 30,000, it throws an exception It also the withdrawal amount entered was less than 200, it throws an exception. If the amount entered is between the range of 200 and 30,000, then it accepts the amount and debits it from the user's account

Hodule 4: Contact Us

In this module, all the useful informations to contact the bank is displayed by using inheritance. Here, specially multilevel inheritance is used so that deactivate account information extends manager class and manager class extends bank details information.

Base class - Bank Intermediary class - Manager Derived class - Deactivate

Here to achieve this multilevel inheritance, method overriding is used to weate object and call the respective classes.

Module 5 : logout

This bogont module simply displays the thankyou message to the user. Then it gets exited from execution.

Result:

Hence, a basic tanking application in JAVA is achieved using interface, inheritance, constructor, method overloading, method overloading and user defined exception handling.