**Assignment: Wallet application**

**Create a wallet application. Where Customer is an entity and who can perform following operations**

1. Can create account

2. Add money to the wallet

3. Transfer money

4. Withdraw money

5. Deposit

6. View last 10 transaction

7. See transaction for a particular date.

Make use of appropriate collection for the scenario. Have proper exception handlers and validation wherever required. Ensure to make withdraw process thread safe.

1. Class Design

2. Identifying Test Cases

3. Implementation (Coding) of the problem – Test First methodology (TDD)

4. Handle exceptions and have proper validations wherever needed

**High Lights:**

1. Design

2. TDD

3. Classes and Interfaces

4. Flow control

5. Exception Handling

6. Object Orientation

7. Collections

8. Junit

9. Mockito

10. Multithreading