



# Banking Project

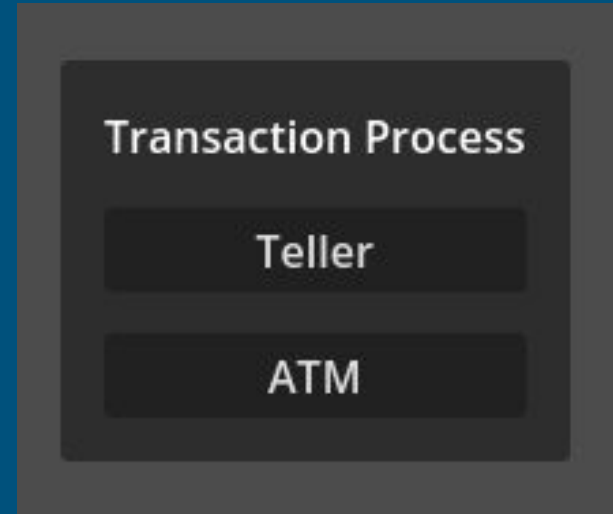
## Team 6



# Requirements 1

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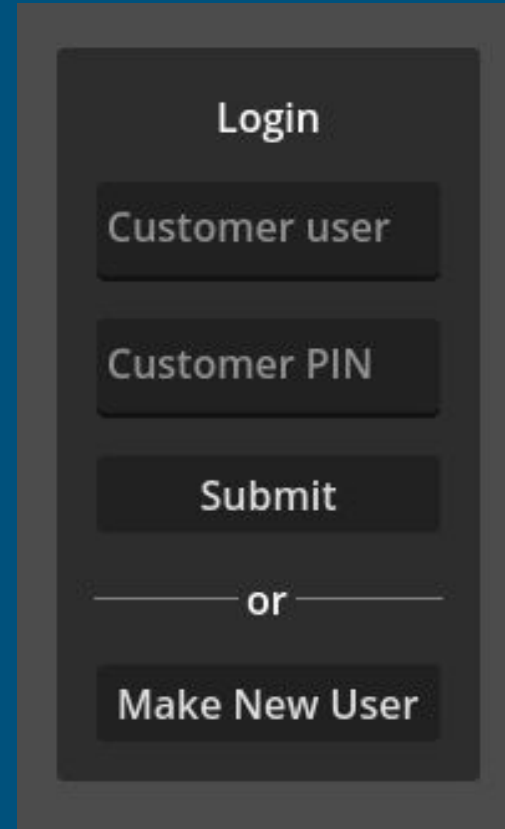
- Driver that transitions between user interfaces depending on user input
- 2 separate transaction processes (Teller or ATM) and an interface that allows the user to choose which



# Requirements 2

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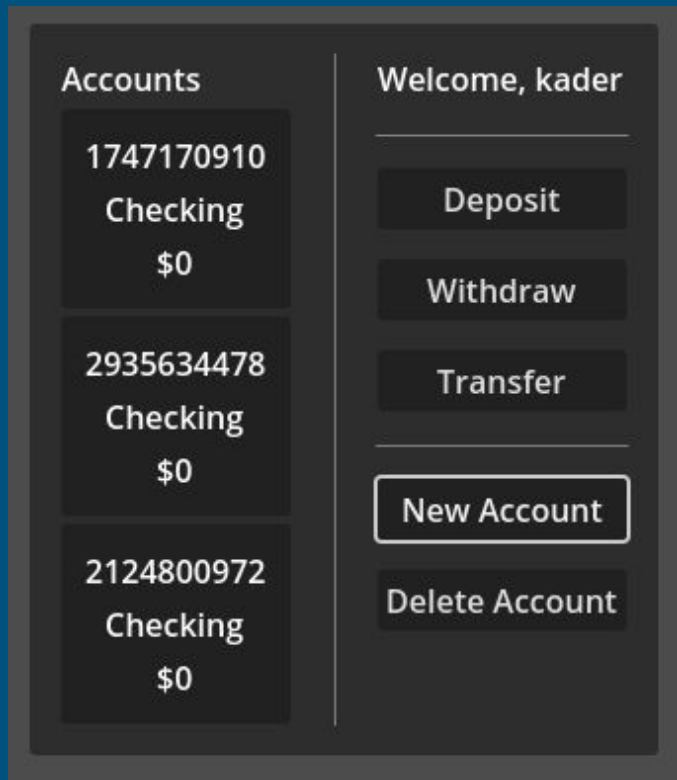
- Users have unique username and password
- Users accounts are stored in text files
- Server that stores user account files
- Server client that retrieves user files from server



The image shows a dark-themed user interface for a system. It features a central panel with a 'Login' title. Below the title are two input fields: 'Customer user' and 'Customer PIN'. A 'Submit' button is positioned below these fields. Underneath the 'Submit' button is the word 'or' flanked by horizontal lines, indicating an alternative action. At the bottom of the panel is a 'Make New User' button. The entire interface is set against a dark blue background.

# Requirements 3

- Interface with main controls (withdraw, deposit, transfer, new account) and display for accounts + account details
- Accounts have unique id, type, total balance (stored as double)
- Account information is stored in text files
- Server client that retrieves User's accounts from server upon sign-in



# Classes

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## 1. Driver

- Static reference to User for access by other classes
- Transaction process flag (Teller or ATM) - Uses enum instead of bool so more states can be added
- Main method
- Methods for state transitions

## 2. User

- Unique String username, String PIN (for signing in), list of accounts
- Methods for main controls (withdraw, deposit, transfer, etc) - The User is responsible for conveying changes to accounts (Accounts don't act they're acted upon)

# Classes

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## 3. Account

- String for unique ID, String for type (checkings or savings), double for total balance
- Methods for adding and removing from total

## 4. Server Client

- Client socket
- Methods for sending and receiving information from Server
- Methods for logging in and making new Users (where User is initialized)

## 5. Server

- Server socket
- Methods for sending and receiving information
- Methods for saving and loading files from storage