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Abstract

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CSC 232 Final project

Solo Bear Bank

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Compile Instructions and Link to Repository

Disclaimer: Due to the limit on time not all features were able to be implemented

Program Features

**System Administrators**

System administrator are able to do the following:

* Configure Bank Official accounts:
  + Create bank official accounts
  + Enable or disable bank official accounts, set the status of the accounts as good or bad
* Configure Accounts
  + Create, delete, and/or modify the account types available to bank users
* Provide Bank Member Support:
  + Retrieve any user’s login ID
  + Reset the password for any user

**Bank Officials**

Bank Official users are able to do the following:

* Configure Bank Member Accounts:
  + Open or close member accounts
  + Deposit or withdraw from a member account (with member login as permission)
* Search for Member Accounts:
  + Search for member accounts with any of the information saved to the account
    - Member name, ID, phone number, address, and account number

**Bank Members**

Bank member users are able to do the following:

* Configure Personal Accounts:
  + Enroll in the Bear Bank program (create first account)
  + Request to have multiple accounts
  + Reset their password (with assistance from a system administrator
  + Deposit or withdraw from their account
* Review Account Activity:
  + Log in with valid user ID and password to see account information
  + Provided recent activity updates
    - Last account login and time
  + Provided with account transaction review

Data Structures

* **Users**
* **Accounts**
* **Abstract**
* **Other**
* **Table**

Include a description/information about the data structures used in this program, and a summary table

Include justification for the use of each data structure (complexity analysis and alternatives)

**Users**

The Bear Bank program includes three variations of user accounts, with each variation having their own functionality and permission level. The parent class user (defined in Users.h) was used to define the commonalities between the system admin users, bank official users, and bank member users.

\*For all user types include complexity analysis if time allows and some description\*

**Accounts**

The Bear Bank program includes three default variations of bank accounts, with each variation having their own functionality and restrictions. System administrator users also have the ability to create a new account type, so a common account parent class was created to provide the framework for the default account types as well as new account types yet to be developed. In order to accomplish this, the account version class was created as the parent to the account class, which determines the properties of the account.

\*For all account types include complexity analysis if time allows and some description\*

**Abstract**

All the data for users and accounts are stored in abstract data structures. AVL trees were used to store information for similar accounts, because users could have similar information, a queue was used to implement a member’s ability to request an additional account, and an array-based dictionary was used to store account information.

\*For all abstract data types include complexity analysis if time allows and some description\*

**Other**

For the functionality of the program, the Time class (timer.h) and controller class (controller.h) were created to easily implement functions to gather the time of events and to manipulate data that is referenced in several classes. The Encryption class was also created to provide security to users by encrypting user information before storing it in text files and by hashing account IDs before inserting them into the dictionary.

\*For all user types include complexity analysis if time allows and some description\*

**Summary Table**

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Type | Summary | Reference |
| Node | User Defined |  | DataFiles/DataStructs/Node.h  DataFiles/DataStructs/AVL.h  DataFiles/DataStructs/AVL.cpp |
| LinkedList | Doubly Linked List |  | DataFiles/DataStructs/LinkedList.h |
| Queue | Dynamic Queue |  | DataFiles/DataStructs/Queue.h |
| AVL Tree | BST, Dictionary |  | DataFiles/DataStructs/AVL.h  DataFiles/DataStructs/AVL.cpp |
| Node | User Defined |  | DataFiles/DataStructs/LinkedList.h |
| Dictionary | Array, Dictionary |  | DataFiles/DataStructs/Dictionary.h  DataFiles/DataStructs/Dictionary.cpp |
| DictEntry | User Defined |  | DataFiles/DataStructs/Dictionary.h  DataFiles/DataStructs/Dictionary.cpp |
| AllFiles | User Defined |  | DataFiles/DataStructs/Dictionary.h  DataFiles/DataStructs//Dictionary.cpp |
| Encryption | User Defined |  | DataFiles/DataStructs/Encryption.h  DataFiles/DataStructs/Encryption.cpp |
| Controller | User Defined |  | DataFiles/DataStructs/Controller.h  DataFiles/DataStructs/Controller.cpp |
| Time | User Defined |  | DataFiles/DataStructs/Timer.h  DataFiles/DataStructs/Timer.cpp |
| User | User Defined |  | DataFiles/Users.h  DataFiles/Users.cpp |
| System Admin | User Defined |  | DataFiles/SystemAdmin.h  DataFiles/SystemAdmin.cpp |
| Official | User Defined |  | DataFiles/Official.h  DataFiles/Official.cpp |
| Member | User Defined |  | DataFiles/Member.h  DataFiles/Member.cpp |
| Account Version | User Defined |  | DataFiles/Account/Account.h  DataFiles/Account/Account.cpp |
| Account | User Defined |  | DataFiles/Account/Account.h  DataFiles/Account/Account.cpp |

Compile Instructions