

Bank Management System

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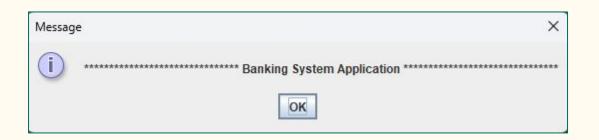
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INTRODUCTION

This is a simple banking system application that allows users to perform various banking operations on multiple customer accounts. It includes features such as opening new accounts, displaying account details, depositing and withdrawing funds, requesting and repaying loans, searching for accounts, and deleting accounts. Users are required to log in with a predefined username and password ("admin" and "password") to access these features. The application uses an array of BankDetails objects to manage customer accounts. The program provides a text-based menu-driven interface for users to interact with the system.

KEY POINT

- 1. User Authentication
- 2. Account Management
- 3. Loan Handling
- 4. Account Search
- 5. Account Deletion
- 6. Error Handling
- 7. Security
- 8. Exit Option

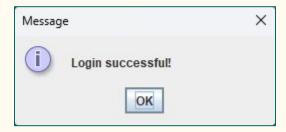




<u>User Authentication</u>: Users are required to log in with a predefined username and password to access the banking features.

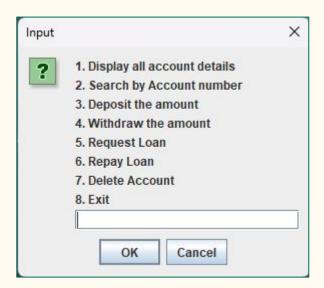






ADMIN PANEL

Users can perform various operations on customer accounts, including depositing and withdrawing funds, requesting and repaying loans, and viewing account details.



Account Search / Display

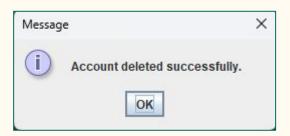
Users can search for accounts by their account numbers and view account details. Accounts are stored in an array.





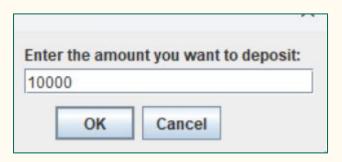
Account Deletion





Users with appropriate permissions can delete customer accounts, effectively removing them from the system.

OPERATIONS

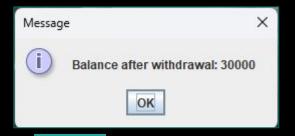




DEPOSIT



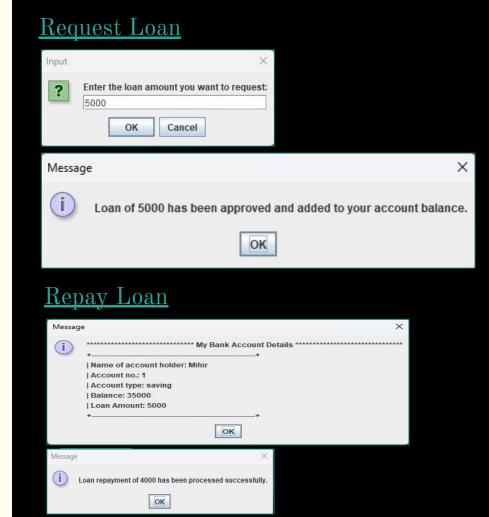
WITHDRAW



Loan Management

The system supports loans, allowing customers to request and repay loans.

Loan amounts are added to the account balance upon approval.



CONCLUSION

Banking system program offers a comprehensive set of features for managing customer accounts, performing financial transactions, and ensuring user security. It employs a text-based menu-driven interface, encapsulates account data for modularity and security, and utilizes error handling for a user-friendly experience. The program's use of color-coded output and static members for authentication enhances its functionality and usability. It serves as a basic yet functional example of a banking system, demonstrating how fundamental banking operations can be implemented in Java.

