

## Bank System

Create Bank system app which contains 3 modules:

1. Client Module
  - a. Each client contains: int id, string name, string password, double balance.
  - b. Client can login to the system using id and password.
  - c. Client can deposit amount of money
  - d. Client can withdraw amount of money
  - e. Client can check his balance
  - f. Client can transfer money to another client
2. Employee Module
  - a. Each employee contains: string name, int id, string password, double salary.
  - b. Employee can login to the system by id and password
  - c. Employee can add new Client
  - d. Employee can search for client by id
  - e. Employee can list all clients
  - f. Employee can edit info of client
  - g. Employee can display his info
3. Admin Module
  - a. Admin will be the same like Employee
  - b. Admin can add new Employee
  - c. Admin can search for Employee
  - d. Admin can edit Employee
  - e. Admin can list all employees

**Hint:** you can create Person which contains name, id, password and let the client, employee inherit all data from Person, Admin could inherit from employee.

## **Phase 1 – Deadline (29-3-2024):**

Create the following class:

1. Client class which contains the following:
  - a. Int id, string name, string password, double balance.
  - b. Setter functions
    - i. setName: the name must be alphabetic chars and min size 5 and max size 20
    - ii. setPassword: Password must be with min size 8 and max size 20
    - iii. Min balance is 1500
  - c. Getter functions
  - d. void deposit (double amount).
  - e. void withdraw (double amount).
  - f. void transferTo (double amount, Client& recipient).
  - g. void checkBalance ().
  - h. Display function
2. Employee Class which contains the following:
  - a. Int id, string name, string password, double balance.
  - b. Setter functions
    - i. setName: the name must be alphabetic chars and min size 5 and max size 20
    - ii. setPassword: Password must be with min size 8 and max size 20
    - iii. Min Salary 5000
  - c. Getter functions
  - d. Display function
3. Admin Class which contains the following:
  - a. Int id, string name, string password, double balance.
  - b. Setter functions
    - i. setName: the name must be alphabetic chars and min size 5 and max size 20
    - ii. setPassword: Password must be with min size 8 and max size 20
    - iii. Min Salary 5000
  - c. Getter functions
  - d. Display function

**Hint: you can create Validation class contains all validation that you will need as static methods, and use these validations in rest of other classes.**

## **Phase 2 – Deadline (12-4-2024):**

1. Create the following text files
  - a. Clients.txt to save client info
  - b. Employee.txt to save employee info
  - c. Admin.txt to save admin info
2. Create DataSourceInterface as abstract class contains the following
  - a. Abstract void addClient(Client )
  - b. Abstract void addEmployee(Employee)
  - c. Abstract void addAdmin(Admin)
  - d. Abstract vector<Client> getAllClients()
  - e. Abstract vector<Employee>getAllEmployees()
  - f. Abstract vector<Employee>getAllAdmins()
  - g. Abstract void removeAllClients()
  - h. Abstract void removeAllEmployees()
  - i. Abstract void removeAllAdmins()
3. Create FileManager Class to implement DataSourceinterface
  - a. addClient should save client info in clients.txt
  - b. addEmployee should save employee info in employees.txt
  - c. addAdmin should save employee info in admins.txt
  - d. getAllClients(), getAllEmployees() and getAllAdmins() should retrieve data from files
  - e. removeAllClients(), removeAllEmployees() and removeAllAdmins() should remove all data from the files
4. add to employee class:
  - a. void addClient(Client& client).
  - b. Client\* searchClient(int id).
  - c. void listClient().
  - d. void editClient(int id, string name, string password, double balance).
5. Add to admin class:
  - a. void addClient(Client& client).
  - b. Client\* searchClient(int id).
  - c. void listClient().
  - d. void editClient(int id, string name, string password, double balance).
  - e. void addEmployee(Employee& employee).
  - f. Employee\* searchEmployee(int id).
  - g. void editEmployee(int id, string name, string password, double salary).
  - h. void listEmployee().

6. Create Parser class to read string line from and split this string to (id, name, password, balance or salary) contains:
  - a. static vector<string> split(string line).
  - b. static Client parseToClient(string line).
  - c. static Employee parseToEmployee(string line).
  - d. static Admin parseToAdmin(string line).
7. Create FilesHelper save and get from txt files contains:
  - a. static void saveLast(string fileName, int id)
  - b. static int getLast(string fileName).
  - c. static void saveClient(Client c).
  - d. static void saveEmployee(string fileName, string lastIdFile, Employee e).
  - e. static void getClients().
  - f. static void getEmployees().
  - g. static void getAdmins().
  - h. static void clearFile(string fileName, string lastIdFile).

### **Phase 3 – Deadline (26-4-2024):**

1. Create ClientManger class contains:
  - a. static void printClientMenu().
  - b. static void updatePassword(Person\* person).
  - c. static Client\* login(int id, string password).
  - d. static bool clientOptions(Client\* client).
2. Create EmployeeManager class contains:
  - a. static void printClientMenu().
  - b. static void newClient(Employee\* employee).
  - c. static void listAllClients(Employee\* employee).
  - d. static void searchForClient(Employee\* employee).
  - e. static void editClientInfo(Employee\* employee).
  - f. static Client\* login(int id, string password).
  - g. static bool employeeOptions(Client\* client).
3. Create AdminManager class contains:
  - a. static void printClientMenu().
  - b. static Client\* login(int id, string password).
  - c. static bool AdminOptions(Client\* client).
4. Create Screens class contains:
  - a. static void bankName().
  - b. static void welcome().
  - c. static void loginOptions().
  - d. static int loginAs().
  - e. static void invalid(int c).
  - f. static void logout().
  - g. static void loginScreen(int c).
  - h. static void runApp().