Logic

Common part

Request
- reason : Reason

<<enumeration>> Reason
+ TRANSFER_PERMISSION
+ NEW_PORTFOLIO

Communication
- client : Profile
- bank : Bank

Message
- content : string

Portfolio
- user : Profile
- walletList : ArrayList<>

Profile
- firstName : String
- lastName : String
- nationalRegistrationNumber : String
- securityLevel : integer = 0
- portfolio : Portfolio

Bank
- name : string
- swiftCode : string

Wallet
- accountList : ArrayList<>
- accountUser : Profile

QRCode
- creationTime : Date
- transactionID : long

JSONReader
+ getObject(String) : Object
+ getLong(String) : long
+ getString(String) : String
+ getBoolean(String) : boolean
+ getByte(String) : byte
+ getDouble(String) : double
+ read() : Object

JSONWriter
+ add(String, Object)
+ set(String, Object)

Account
- accountOwner : Profile
- accountCoOwner : Profile[]
- transactionHistory : Transaction[]
- IBAN : string
- amount : double
- activated : boolean
- archived : boolean
- bank : Bank
- blocked : boolean = false
- instantLimitC : double
- dailyLimitC : double
- weeklyLimitC : double
- monthlyLimitC : double
- isntantLimitCL : double
- dailyLimitCL : double
- weeklyLimitCL : double
- monthlyLimitCL : double
- subAccountsList : ArrayList<Account>
+ exportHistory() : void

<<enumeration>> SEPACountries
+ AU
+ BE
+ CY
+ EE
+ FI
+ FR
+ GR
+ IR
+ LV
+ LT
+ LU
+ MA
+ NL
+ PT
+ SK
+ SI
+ ES

Transaction
- senderName : String
- senderIBAN : String
- receiverName : String
- receiverIBAN : String
- amount : double
- communication : String
- sending date : String
- contactless : boolean = false
- onlineTransaction : boolean = false
- country : Country
- time : Date
- suspicion : integer = 0
- state : State = WAITING
- ID : long
- currency : Currencies
+ computeDangerosity() : float[0,1]

<<enumeration>> Country
+ BE
+ FR
+ NL
+ DE
+ UK
+ ES
...

SubAccount
- currency : Currencies
- amount : double

<<enumeration>> Currencies
+ EUR
+ USD

<<enumeration>> State
+ WAITING
+ CONFIRMED
+ PROCESSED

Bank

ClientManager2
addClient() : boolean
deleteClient() : boolean
manageAccounts() : void

DataManager2
importData() : void
exportData() : void

API

TransferController
+ createTransfer()
+ getTransfer(int) : Transfer
+ modifyTransfer()
+ executeTransfer(int)

AccountAccessController
+ createAccess()
+ modifyAccess()
+ deleteAccess()
+ getAccess() : Access

AccountController
+ createAccount()
+ getAcount(IBAN) : Account
+ deleteAccount()
+ getHistory() : Transaction[]
+ getSuspiciousHistory() : Transaction[]
+ modifyAccount(IBAN, int)

BankCustomerController
+ createBankCustomer()
+ getBankCustomer()
+ deleteBankCustomer()

RestServiceApplication
+ main() : void

ClientController
+ createClient()
+ deleteClient()
+ getClient()

SubWalletController
+ createSubWallet()
+ modifySubWallet()
+ deleteSubWallet()

BankController
+ createBank()
+ modifyBank()
+ deleteBank()
+ getBank() : Bank
+ login() : Bank

NotificationController
+ createNotification()
+ getNotification() : Notification
+ deleteNotification()

UserController
+ createUser()
+ deleteUser()
+ modifyUser()
+ getUser() : User[]
+ login() : User
+ checkPin() : boolean

GUI

MainInst
+ main() : void

ConfirmBox
- title : string
- message : string
+ display() : boolean

AlertBox
- title : string
- message : string
+ display() : void

Flow
- flowList : ArrayList<Scene>
+ append() : void
+ pop() : Stage

Palette
+ background : Color
+ others : Color

AuthScene
backButton : Button
languageButton : Button
language : String
instance : AuthScene
createScene() : Scene

Each scene's static method getInstance() has as return type the class type

ChangeLanguageScene
+ getInstance()

SignUpScene
+ getInstance()

SignInScene
+ getInstance()

AuthentificationScene
+ getInstance()

VisualizeHistoryScene
+ getInstance()

ExportHistoryScene
+ getInstance()

TransactionsHistoryScene
+ getInstance()

TransferScene
+ getInstance()

MainScreenScene
+ getInstance()

DetailsScene
+ getInstance()

AppScene2
backButton : Button
language : String
instance : AppScene
createScene() : Scene

FinancialProductsScene
+ getInstance()

ToggleProductScene
+ getInstance()

ChangePasswordScene
+ getInstance()

PINScene
+ getInstance()

RequestsScene
+ getInstance()

RequestStatusScene
+ getInstance()

RequestNewPortfolioScene
+ getInstance()
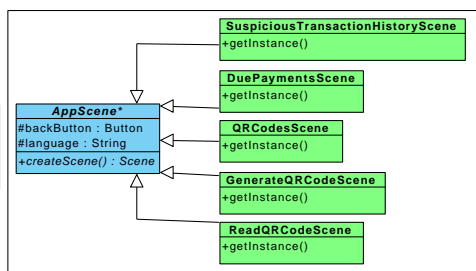
RequestTransfertPermissionScene
+ getInstance()

GUI : Extension 6

AppScene* refers to AppScene : a class that inherit from AppScene* actually inherits from AppScene

AppScene*
backButton : Button
language : String
createScene() : Scene

SuspiciousTransactionHistoryScene
+ getInstance()

DuePaymentsScene
+ getInstance()

QRCodesScene
+ getInstance()

GenerateQRCodeScene
+ getInstance()

ReadQRCodeScene
+ getInstance()