

# Bank management system in Java using Gui... ..

Aim :

To develop a software for solving financial applications Of a customer in banking environment in order to nurture The needs of an end banking user providing various ways to preform banking tasks.Also to enable the user's work space To have additional functionality which are not provided under a conventional banking software...

## ....Problems description... .

The bank management system is an application for maintaining a person's accounts in a bank..The system provide the Access to the costumer to create an account ,deposit and withdraw the cash

from his account, also to view reports of all accounts present.

## .....Module Description... .

Create file: selecting this Creates new file for the user by accepting input such as account number, name and amount .

Create account : Create a new account for user by accepting input such as account number, name and minimum amount..

Deposit : Provides options to deposit amount from the given account number ...

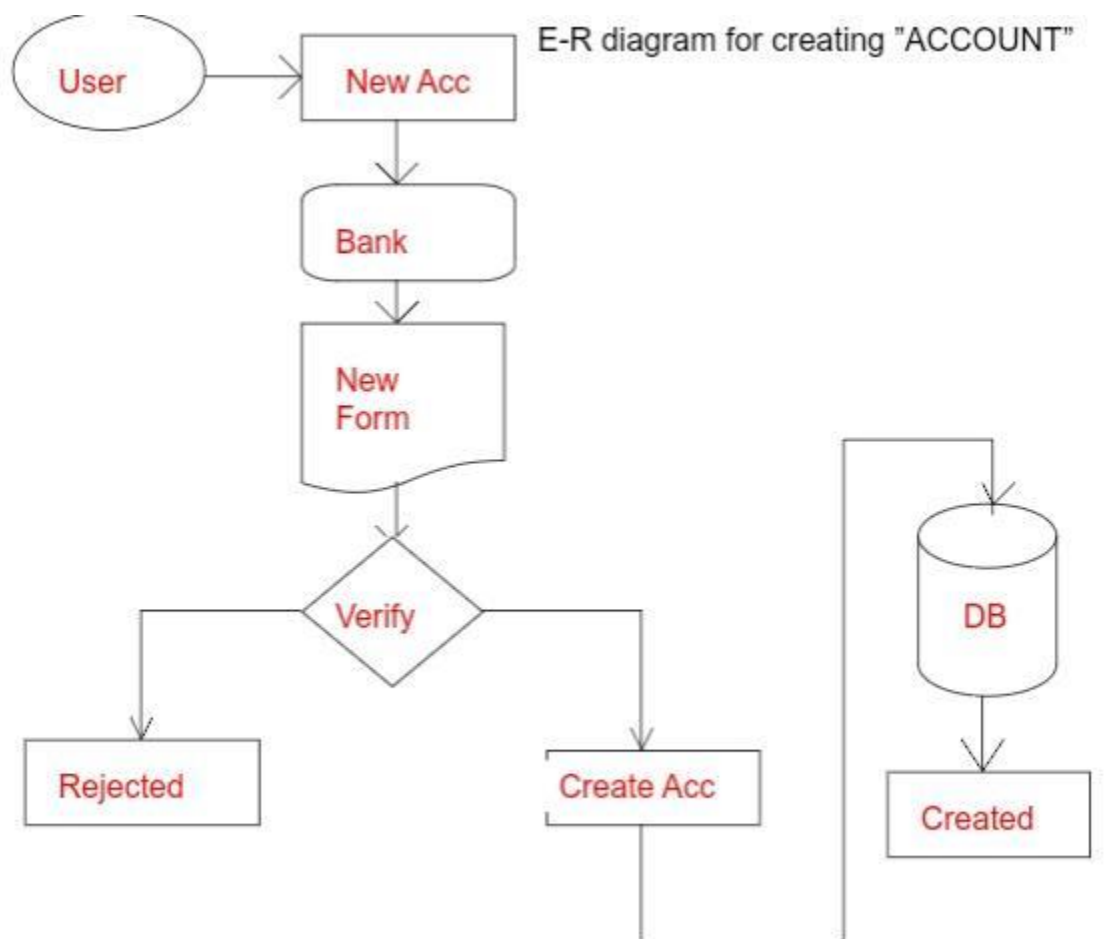
Withdraw : Provides options to withdraw amount from the given account number ...

Delete account : delete the account from bank by given account number... ..

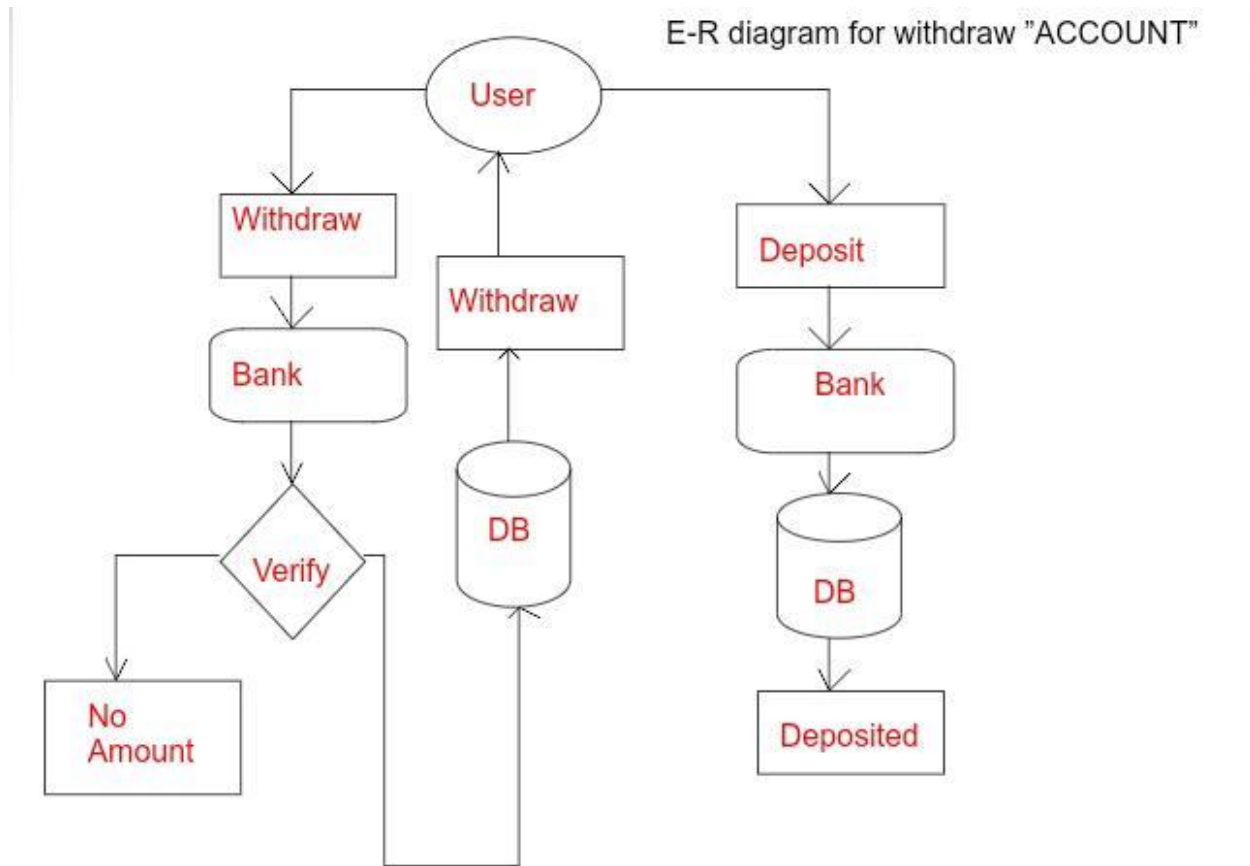
Report : Displaying the details of all accounts Details comprising account number, name and balance amount... .

# \*\*\*\*\*Er – Diagrams \*\*\*\*\*

## E r diagram for creating an account

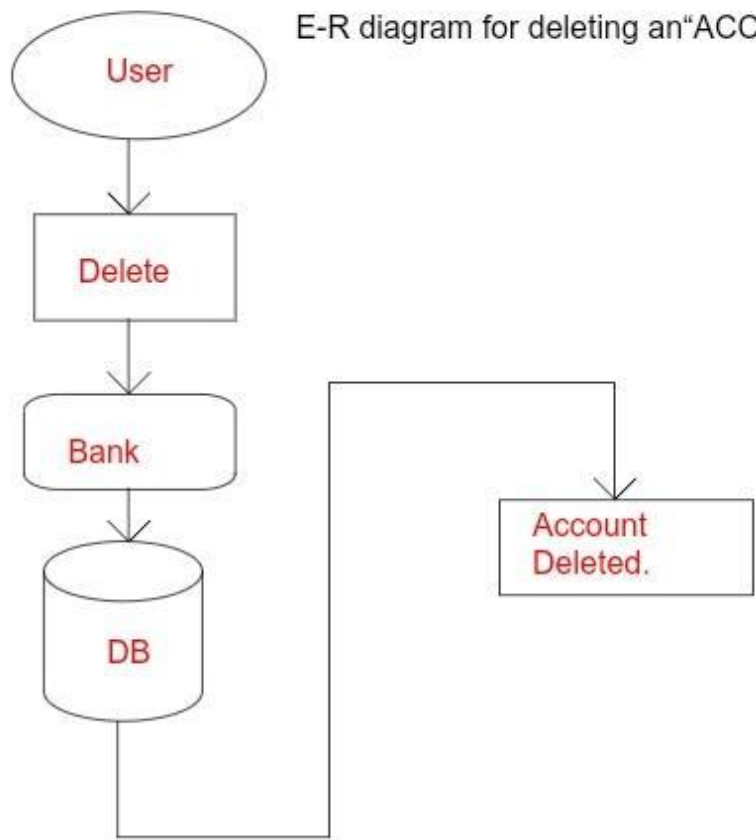


## E R diagrams to make transaction



## E R diagram for deleting account

E-R diagram for deleting an "ACCOUNT"



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## Procedure followed to create project

Step 1:

- First Create new Database named as DB\_Bank .
- Create a table in it 'tbl\_account' by accepting input from user such as



name,age address and opening balance amount..

- Create a second table in it 'tbl\_transaction' (accountnumber, transaction date, amount, transaction type, balance)..

Step 2:

- Make a database connection...

Step 3:

- Write a Java code which implement the banking system... ..
  - First import all built-in packages which are Needed ....

- Make a class named as `banmanagement`. And write a code for database connectivity..
- Write all methods to make changes in Bank account number Such as..  
Method `Save details(account number, name, age, address, opening balance ammount)`,
- Method `transaction(accountnumber , date, transaction type ,amount)`

is deposit then add the amount and withdrawal will -minus the amount from the balance.

if balnce is less than withdrawal then  
send exception 'Please check the  
amount ! Low balance'..

- Method printData(account details and  
then transaction details)..print this  
data in one text file with account  
holder name ex: tom.txt

make a join query for this.

- method deleteAccount() This will  
delete all your account details and  
transaction from the table. and delete  
the file from your folder also where it  
is save.
- Use all queries to update the database  
such as 'Insert, Delete, update... Which  
will be insert data into the account and  
delete the data from the account...

- Used switch case and program will run till user press or type 'exit' command.

❖ Then Compile and Run the code.

➤ Then make Gul application ....

- Make a script first according to the project...
- Create a new form.

Drag and drop all components which are needed..

Change the properties of component by right click on it.

Such as ,give a names to  
components..

Insert images – icon (property)  
(source package)

Make a events of components by  
double click on it.

Write a code in required component –  
Actions listener/ Event manager

Call a code from component in which you  
write a particular code to another class  
methods...

❖ Then Run your Form Application..

\*\*\*\*\* Conclusion \*\*\*\*\*

This project is developed to nurture the needs of users in banking sector by embedding all the tasks of transactions taking place in a bank.

This makes the all bank holders easy and successfully works with banking system..