

1. Introduction

- Topic: Bank Account System
- Objective:

2. Team Structure



Student name: Chheng Rayuth

Role: Develop the sign-up and login system, which includes user authentication, data validation, and secure storage of account credentials. Integrate it with the GUI.



Student name: Sokha Ordorm

Role: Creating a user-friendly GUI for managing bank accounts, where users can transfer and deposit money. This will also involve essential features like database management, authentication, and processing transactions.



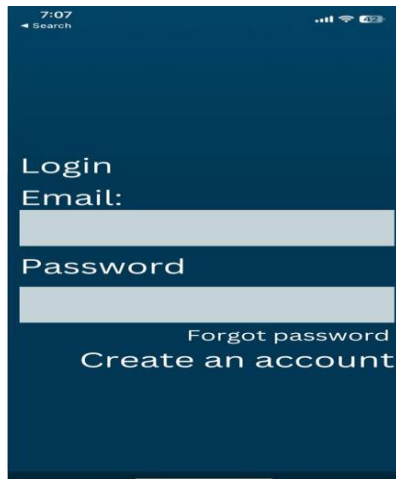
Student name: Chon PanhaBoth

Role: - Project Documentation – Creating system explanations with flowcharts and code descriptions.
- UI Enhancements – Assisting with layout improvements.

3. Project requirement feature

Module	Feature	Description
Account Management	<ul style="list-style-type: none"> - Create and manage bank account - Store account detail (account number, account holder name, balance, 	
Transactions	<ul style="list-style-type: none"> - Deposit money into an account - Withdraw money between account - Transfer money between accounts 	

User Interface



7:07 Search

Login

Email:

Password

Forgot password

Create an account



Hello, Danit!

View Profile >

Default Savings Account Resident

Receive Money Send Money

Accounts Cards Payments

ABA Scan Favorites Transfers

ABA Scan E-cash Schedule

Explore Services View All >

Green Ticket Book My Bus VET Express Unseenra Bus



Name:

Father's Name:

Gender: ☐ Male ☐ Female

Date of Birth:

Email Address:

Marital Status: ☐ Married ☐ Unmarried ☐ Other

Address:

City:

State:

Pin Code:

Next



Religion:

Category:

Income:

Educational Qualification:

Occupation:

PAN Number:

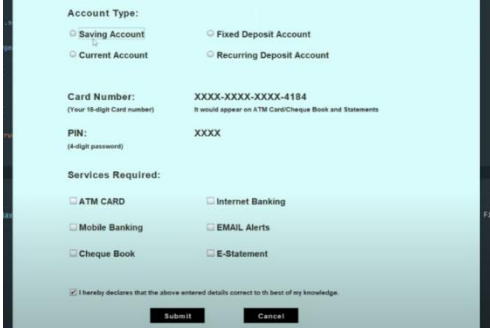
Aadhar Number:

Senior Citizen: ☐ Yes ☐ No

Existing Account: ☐ Yes ☐ No

Next

- This is our GUI; however, certain features are not included, such as scanning QR codes.
- We utilize JavaFX for the graphical user interface.
- Users can log in, and new users can create an account.
- This GUI is for user creating account.

		
Data Persistence	<ul style="list-style-type: none"> - Store account details and transaction history in a file or database 	
User Authentication	<ul style="list-style-type: none"> - Implement a login system for customers and administrators - Use users and admin to restrict access to certain features 	
Bank Management Transaction	<ul style="list-style-type: none"> - Interest Calculation (for saving account) - Deposit (allow customer to deposit funds into their account cash, check, transfer) - Withdrawals - Fund transfer - Bill payment - Loan management 	

4. Development planning

Phase	Task/Feature	Description	Timeline
Phase 1: Planning	<ul style="list-style-type: none"> - Project requirement gathering 	Define project scope, objective, and requirements	Week 1

	<ul style="list-style-type: none"> - Team roles and responsibilities - Technology stack 	<ul style="list-style-type: none"> - Choose technologies (JavaFX for GUI, database) 	
Phase 2 - Design	<ul style="list-style-type: none"> - GUI wireframe 	Create wireframe for the user interface (login, account creation, ...)	Week 2
Phase 3 – Development	<ul style="list-style-type: none"> - User authentication system - Account management - Transaction module - Interest calculation 	<ul style="list-style-type: none"> - Develop the login and sign up with secure system. - Implement account creation, account detail. - Develop feature for depositing, withdrawing and transfer. - Implement interest calculation logic for saving account 	Week 3
Phase 4 – UI Development	<ul style="list-style-type: none"> - GUI Development (Java FX) 	<ul style="list-style-type: none"> - Develop the graphical user interface for account management and transaction 	

5. The design of UML class diagram

