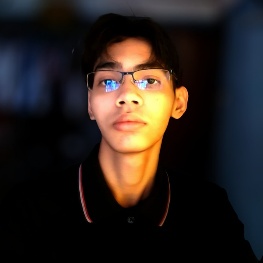
# **Introduction**

* Topic: Bank Account System
* Objective:

# **Team Structure**



Student name: Sokha Ordom

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.

- Project Documentation – Writing explanations of how the system operates, including flowcharts and code descriptions.

- UI Enhancements – Assisting with layout improvements or additions. small features to the graphical user interface.

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.

# **Project requirement feature**

|  |  |  |
| --- | --- | --- |
| **Module** | **Feature** | **Description** |
| **Account Management** | * Create and manage bank account * Store account detail (account number, account holder name, balance, |  |
| **Transactions** | * Deposit money into an account * Withdraw money between account * Transfer money between accounts |  |
| **User Interface** | SWIFT Mobile Transfers | ABA Bank Cambodia | * 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** | * Store account details and transaction history in a file or database |  |
| **User Authentication** | * Implement a login system for customers and adminstrators * Use users and admin to restrict access to certain feature |  |
| **Bank Management Transaction** | * Interest Calculation (for saving account) * Deposit (allow customer to deposit funds into their account cash, check, transfer) * Withdrawals * Fund transfer * Bill payment * Loan management |  |

# **Development planning**

|  |  |  |  |
| --- | --- | --- | --- |
| Phase | Task/Feature | Description | Timeline |
| Phase 1: Planning | * Project requirement gathering * Team roles and responsibilities * Technology stack | Define project scope, objective, and requirement   * Choose technologies (JavaFX for GUI, database) | Week 1 |
| Phase 2 - Design | * GUI wireframe | Create wireframe for the user interface (login, account creation, …) | Week 2 |
| Phase 3 – Development | * User authentication system * Account management * Transaction module * Interest calculation | * 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 | * GUI Development (Java FX) | * Develop the graphical user interface for account management and transaction |  |

# **The design of UML class diagram**

