

Banking Application



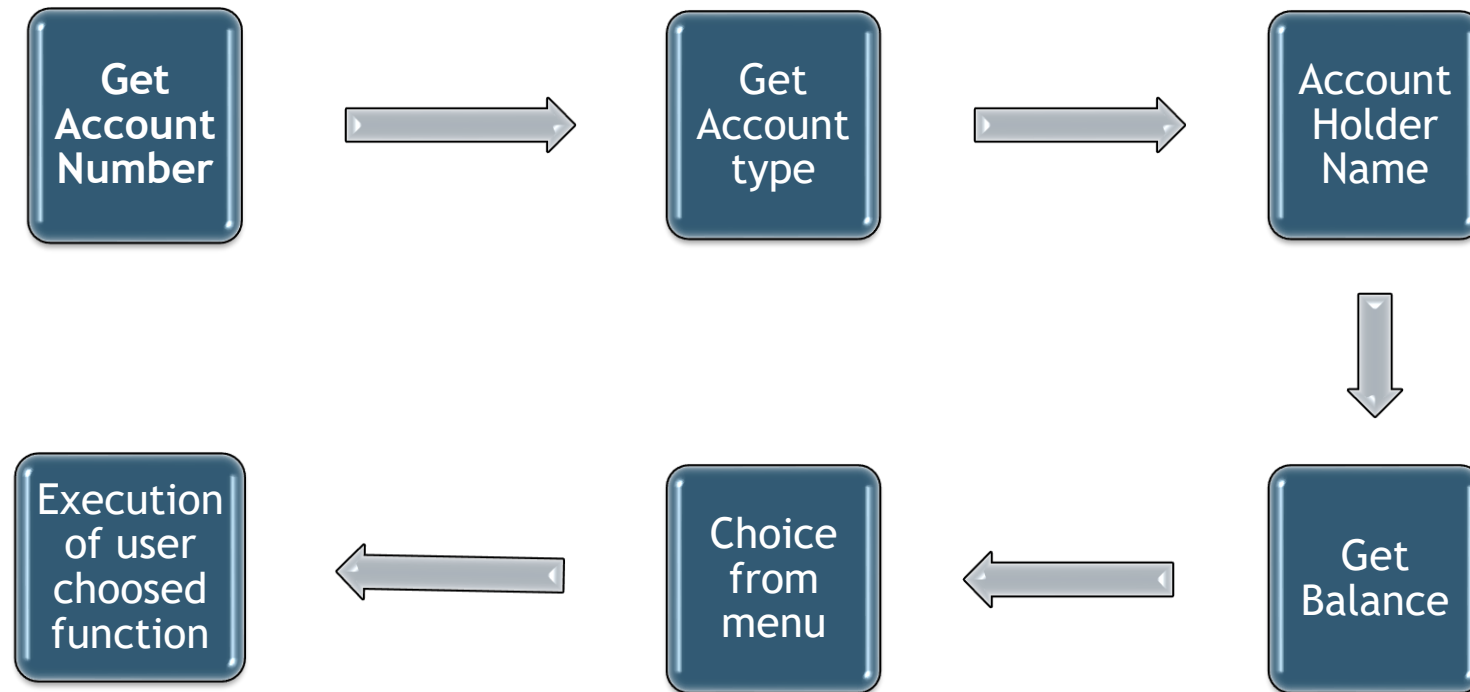
Objective

- ▶ *Acquiring data and information in time.*
- ▶ *Lessening time and cost in transactions.*
- ▶ *Security of account and the number of workers.*
- ▶ *Reducing administrative costs through reducing*

Benefits

- ▶ *Gives better insight of customers base.*
- ▶ *Lessening time and cost in transactions.*
- ▶ *In the comfort of your home or offices.*
- ▶ *Services available 24X7*

Architecture



Problem Statement

Take input from the user using Scanner class, basics about string ,how to print in java, variables, if/else statements, methods, loops, etc. In simple banking application will be coding the simple bank operations like check balance, deposit, withdraw, and exit.

Q/A

Q 1) What was the type of data?

The data was the combination of numerical, String and Character values.

Q 2) What's the complete flow you followed in this Project?

Refer slide 4th for better Understanding.

Q/A

Q 3) What is the assumption made?

The main objective of the project is to implement the use cases as previously mentioned (problem statement). It is assumed that all aspects of this project have the ability to work together in the way the designer is expecting