

Assumptions and Dependencies:

- Upon server shutdown, All open sessions will be terminated. These sessions will not be restored upon server startup.
- Transactions will only be saved after successful completion
- There will be no protocol to recover unsuccessful or in-transit transactions during shutdown
- Server shutdown will only happen after successful server data serialization (ie saving records to .ser file)
- Client connections to the server will only be allowed after successful server startup.

Design:

- BigDecimal will be used to hold account balance
- SwingWorker will be used to deploy background threads in the GUI

Added Classes:

Final AccountSummary - for client-side Account thumbnail data; Server should not directly pass over Account objects

AccountMessages - for Server and Client to pass Account data + Account requests

ALL ACCOUNTMESSAGE SUBCLASSES:

- Transaction Message- client to pass transactions to server
- Logout Message - client to pass logout requests to server
- Login Message - client to pass in Login requests to server
- ShutDown message - server to announce shut down
- Success Message - Server to respond with success after requests
- FailureMessage - Server to respond with failure after requests
- Disconnect Message - Client to pass socket disconnect requests to server and session info

SessionInfo - to keep track of “sessions”

ATMProfileGUI - combine ATMGUI and ClientProfileGUI