

## **Detail Project Report:**

**The given code is a simple banking application that allows users to perform basic banking operations. The application has a single class named "Bank" that contains various methods to perform these operations.**

**The class has an instance variable named "balance" that represents the current balance in the account. This variable is initialized to 10000 in the class definition.**

**The first method in the class is checkBalance. This method simply displays the current balance in the account. It does not modify the balance in any way.**

**The second method is deposit. This method allows the user to deposit money into the account. It takes an integer argument "amount" that represents the amount of money to be deposited. If the amount is not equal to zero, the method adds the amount to the balance and displays a message indicating that the deposit was successful. The method also displays the deposited amount and the updated balance.**

**The third method is withdrawAmount. This method allows the user to withdraw money from the account. It takes an integer argument "wdAmount" that represents the amount of money to be withdrawn. If the amount is not equal to zero, the method subtracts the amount from the balance and displays a message indicating that the withdrawal was successful. The method also displays the withdrawal amount and the updated balance.**

**The fourth method is transfer. This method allows the user to transfer money from the account to another account. It takes an integer argument "trfAmount" that represents the amount of money to be transferred. If the transfer amount is less than or equal to the balance, the method subtracts the transfer amount from the balance and displays a message indicating that the transfer was successful. The method also displays the transfer amount and the updated balance. If the transfer amount is greater than the balance, the method displays a message indicating that the balance is insufficient for the transfer.**

**The fifth method is exit. This method simply displays a message thanking the user for using the application and exits the application.**

**The sixth method is ShowMenu. This method displays the main menu of the application and prompts the user to select an option. The method uses a do-while loop to repeatedly display the menu and prompt the user to select an option until the user chooses to exit. The method reads the user's choice from the standard input and calls the appropriate method based on the user's choice.**

**The application provides basic functionality for a banking application. However, it has several limitations. For example, it does not have any authentication mechanism to ensure that only**

**authorized users can access the account. It also does not have any error handling mechanism to handle errors that may occur during the execution of the application.**