# Project 0: Banking App

### Part 1

\*\*Description\*\*

Leveraging Java 8, create an application that simulates simple banking transactions

\*\*Requirements\*\*

\* Build the application using Java 8

\* All interaction with the user should be done through the console using the `Scanner` class

\* Customers of the bank should be able to register with a username and password, and apply to open an account.

\* Customers should be able to apply for joint accounts

\* Once the account is open, customers should be able to withdraw, deposit, and transfer funds between accounts

\* All basic validation should be done, such as trying to input negative amounts, overdrawing from accounts etc.

\* Employees of the bank should be able to view all of their customers information. This includes:

\* Account information

\* Account balances

\* Personal information

\* Employees should be able to approve/deny open applications for accounts

\* Bank admins should be able to view and edit all accounts

\* This includes:

\* Approving/denying accounts

\* withdrawing, depositing, transferring from all accounts

\* canceling accounts

\* All information should be persisted using text files and serialization

\* 100% test coverage is expected using JUnit

\* You should be using TDD

\* Logging should be accomplished using Log4J

\* All transactions should be logged

### Part 2

\*\*Requirements\*\*

\* Create an SQL script that will create a user in an SQL database and a table schema for storing your bank users and account information.

\* Your database should include at least 1 stored procedure.

\* Have your bank application connect to your SQL database using JDBC and store all information that way.'

\* You should use the DAO design pattern for data connectivity.