ASSIGNMENT A1

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1. Objective

The objective of this assignment is to allow students to become familiar with architectural patterns.

2. Application Description

Use JAVA/C# API to design and implement an application for the front desk employees of a bank. The application should have two types of users (a regular user represented by the front desk employee and an administrator user) which have to provide a username and a password in order to use the application.

The regular user can perform the following operations:
- Add/update/view client information (name, identity card number, personal numerical code, address, etc.).
- Create/update/delete/view client account (account information: identification number, type, amount of money, date of creation).
- Transfer money between accounts.
- Process utilities bills.

The administrator user can perform the following operations:
- CRUD on employees' information.
- Generate reports for a particular period containing the activities performed by an employee.

3. Application Constraints

- The data will be stored in a database. Use the Layers architectural pattern to organize your application

- All the inputs of the application will be validated against invalid data before submitting the data and saving it in the database.

4. Requirements
- Implement and test the application
- Everything through www.github.com

5. Deliverables
- Implementation source files
- repository

6. References

https://github.com/UTCN-SoftwareDesignLab/SoftwareDesign2018

Oh, and Google.