

# Bank of Nerds Design-Plan

Katen, Jerimiah

February 2021

## 1 Project Summary

Bank of Nerds is a basic banking system. The bank should include accounts, customers, transactions and a menu interface. Customers can have multiple accounts. The types of accounts a customer can have are; savings, checking, 401(k) and Money Market Fund.

## 2 Architecture

### 2.1 Data

Possible saved data for the bank.

### 2.2 Significant Functions/Classes

#### **Bank Class:**

This class will handle helper functions for the bank such as currency exchanges and over draft fees.

#### **Menu Class:**

This class will handle all user interaction with the program.

#### **Account Classes:**

These classes will handle all logic and store information associate with their account type.

#### **User Class:**

This class will handle logic and store information associated with customers.

### **3 Plan**

I will start off with roughly laying out the directory structure. Then I might goof around with some ideas before deciding on which class I will tackle first. But, it will probably go in the order of user/account, bank, then menu. I don't see myself running into any roadblocks with this project as long I keep it simple.