Xinyu Jiang

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Assignment8-Proposal​

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Project Introduction

For my project, I want to do a “tiny bank-system” which has depositing, withdrawal, transferring, information about your balance exchange rate, and account information. At the beginning of my program, it will have the basic information about the bank. For example: “Welcome to xxx bank”. Then it will give the user some chooses, like “1. Deposit 2. Withdrawal 3. Transfer 4. Exchange rate -1. Quit”. The program will keep looping until the user hit “-1” to quit.

1. For depositing, the program will ask the user how much money you want to deposit. And the user can only save hundred-based money (like 100, 200 ,300~~). If the user tries to type in not hundred money or other thing, the program will ask the user to retype one more time until the user type in legal amount. Also after depositing amount of money, the total amount of money will increase equal to the money you enter. Then, it will save the information to txt file. Also, it will ask the user if he want to deposit or more service.
2. For withdrawal, same as depositing. It will ask user how much money you want to withdrawal, it is also hundred-based. If the user type in bigger than amount you have, it will show you cannot withdrawal that amount. After user types legal amount of money, the total amount of money will decrease. Then, it will save the information to a txt file. Also, it will ask the user if he want to withdrawal or more service.
3. For transfer money, it will ask the user the name of the person you want to transfer to and ask how much money you want to transfer. The amount of money has to be a hundred-based integer. If the amount type in is bigger than amount you have, it cannot transfer. The program will ask the user until the user type in legal amount. Then the total money will decrease equal to the money you enter. Then, it will save the information to a txt file. Also, it will ask the user if he want to transfer or more service.
4. For the account information, it will show how much money you have in your account.
5. For account history, it will pull of the history you did (how much money you saved, how much money you spend). The program will end when the user chooses to quit.
6. Some getter and setters

**Explain why you designed your class this way.**

The reason why I design my project this way is because I want the service class as the ATM, and the history to keep track all the history user did.

**Why have you chosen these data members and how do you plan to use them?**

The choose integer is to keep track the users choose.

The name string is to save the user’s name.

The total money integer is to keep track how much money in bank account.

The deposit array is to save every time people deposit money.

The withdrawal array is to save every time people withdrawal money.

The transfer array is to save every time people transfer money.

The deposit index, withdrawal index, and transfer index is to keep track how many times people deposit, withdrawal and transfer money.

.h file

The service file is to give service to the user (deposit, withdrawal and transfer)

The History is to keep track the history of user’s information.