

Bank System

Create Bank system app which contains 3 modules:

1. Client Module

- a. Each client contains: int id, string name, string password, double balance.
- b. Client can login to the system using id and password.
- c. Client can deposit amount of money
- d. Client can withdraw amount of money
- e. Client can check his balance
- f. Client can transfer money to another client

2. Employee Module

- a. Each employee contains: string name, int id, string password, double salary.
- b. Employee can login to the system by id and password
- c. Employee can add new Client
- d. Employee can search for client by id
- e. Employee can list all clients
- f. Employee can edit info of client
- g. Employee can display his info

3. Admin Module

- a. Admin will be the same like Employee
- b. Admin can add new Employee
- c. Admin can search for Employee
- d. Admin can edit Employee
- e. Admin can list all employees

Hint: you can create Person which contains name, id, password and let the client, employee inherit all data from Person, Admin could inherit from employee.

Phase 1 – Deadline and Descussion(Tuesday, 24 September, 8pm):

Create the following class:

1. Client class which contains the following:
 - a. Int id, string name, string password, double balance.
 - b. Setter functions
 - i. setName: the name must be alphabetic chars and min size 5 and max size 20
 - ii. setPassword: Password must be with min size 8 and max size 20
 - iii. Min balance is 1500
 - c. Getter functions
 - d. void deposit (double amount).
 - e. void withdraw (double amount).
 - f. void transferTo (double amount, Client& recipient).
 - g. void checkBalance ().
 - h. Display function
2. Employee Class which contains the following:
 - a. Int id, string name, string password, double salary.
 - b. Setter functions
 - i. setName: the name must be alphabetic chars and min size 5 and max size 20
 - ii. setPassword: Password must be with min size 8 and max size 20
 - iii. Min Salary 5000
 - c. Getter functions
 - d. Display function
3. Admin Class which contains the following:
 - a. Int id, string name, string password, double salary.
 - b. Setter functions
 - i. setName: the name must be alphabetic chars and min size 5 and max size 20
 - ii. setPassword: Password must be with min size 8 and max size 20
 - iii. Min Salary 5000
 - c. Getter functions
 - d. Display function

Hint: you can create Validation class contains all validation that you will need as static methods, and use these validation in rest of other classes.

Phase 2 – Deadline and Descussion(Tuesday.8 October. 8pm):

1. Create the following text files
 - a. Clients.txt to save client info
 - b. Employee.txt to save employee info
 - c. Admin.txt to save admin info

2. Create DataSourceInterface as abstract class contains the following
 - a. Abstract void addClient(Client)
 - b. Abstract void addEmployee(Employee)
 - c. Abstract void addAdmin(Admin)
 - d. Abstract void getAllClients()
 - e. Abstract void getAllEmployees()
 - f. Abstract void getAllAdmins()
 - g. Abstract void removeAllClients()
 - h. Abstract void removeAllEmployees()
 - i. Abstract void removeAllAdmins()

3. Create Parser class to read string line from and split this string to (id, name, password, balance or salary) contains:
 - a. static vector<string> split(string line).
 - b. static Client parseToClient(string line).
 - c. static Employee parseToEmployee(string line).
 - d. static Admin parseToAdmin(string line).

4. Create FilesHelper save and get from txt files contains:
 - a. static void saveLast(string fileName, int id)
 - b. static int getLast(string fileName).
 - c. static void saveClient(Client c).
 - d. static void saveEmployee(string fileName, string lastIdFile, Employee e).
 - e. static void getClients().
 - f. static void getEmployees().
 - g. static void getAdmins().
 - h. static void clearFile(string fileName, string lastIdFile).

5. Create FileManager Class to implement DataSourceinterface
 - a. addClient should save client info in clients.txt
 - b. addEmployee should save employee info in employees.txt
 - c. addAdmin should save employee info in admins.txt
 - d. getAllClients(), getAllEmployees() and getAllAdmins() should retrieve data from files
 - e. removeAllClients(), removeAllEmployees() and removeAllAdmins() should remove all data from the files
6. add to employee class:
 - a. void addClient(Client& client).
 - b. Client* searchClient(int id).
 - c. void listClient().
 - d. void editClient(int id, string name, string password, double balance).
7. Add to admin class:
 - a. void addClient(Client& client).
 - b. Client* searchClient(int id).
 - c. void listClient().
 - d. void editClient(int id, string name, string password, double balance).
 - e. void addEmployee(Employee& employee).
 - f. Employee* searchEmployee(int id).
 - g. void editEmployee(int id, string name, string password, double salary).
 - h. void listEmployee().

Phase 3 – Deadline and Descussion(Tuesday, 22 October, 8pm):

1. Create ClientManger class contains:
 - a. static void printClientMenu().
 - b. static void updatePassword(Person* person).
 - c. static Client* login(int id, string password).
 - d. static bool clientOptions(Client* client).
2. Create EmployeeManager class contains:
 - a. static void printEmployeMenu().
 - b. static void newClient(Employee* employee).
 - c. static void listAllClients(Employee* employee).
 - d. static void searchForClient(Employee* employee).
 - e. static void editClientInfo(Employee* employee)
 - f. static Employee* login(int id, string password).
 - g. static bool employeeOptions(Client* client).
3. Create AdminManager class contains:
 - a. static void printEmployeeMenu().
 - b. static Admin* login(int id, string password).
 - c. static bool AdminOptions(Client* client).
4. Create Screens class contains:
 - a. static void bankName().
 - b. static void welcome().
 - c. static void loginOptions().
 - d. static int loginAs().
 - e. static void invalid(int c).
 - f. static void logout().
 - g. static void loginScreen(int c).
 - h. static void runApp().