

**Industrial Internship Report on
"Banking Information System"
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Executive Summary

This report describes the Core Java project “Banking Information System” developed during the internship at Upskill Campus. The project performs basic banking operations like deposit, withdrawal, and balance enquiry using Java.

The main goal of the project is to automate simple banking tasks, making transactions faster, accurate, and easier to use compared to manual banking methods. The application also ensures that invalid inputs are handled properly, maintaining data integrity.

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Preface

This report is submitted as a part of my internship at Upskill Campus. The project “Banking Information System” is designed using Core Java, which helped me understand programming fundamentals, object-oriented concepts, and real-world application development.

The report details the objectives, problem statement, solutions, code submission, learnings, and future scope of the project



Introduction

A Banking Information System is a software application that automates banking operations such as deposits, withdrawals, and balance checks.

Manual banking is time-consuming and error-prone. By using Java, we can create a console-based application that:

Automates basic banking tasks

Reduces errors

Provides faster transaction processing

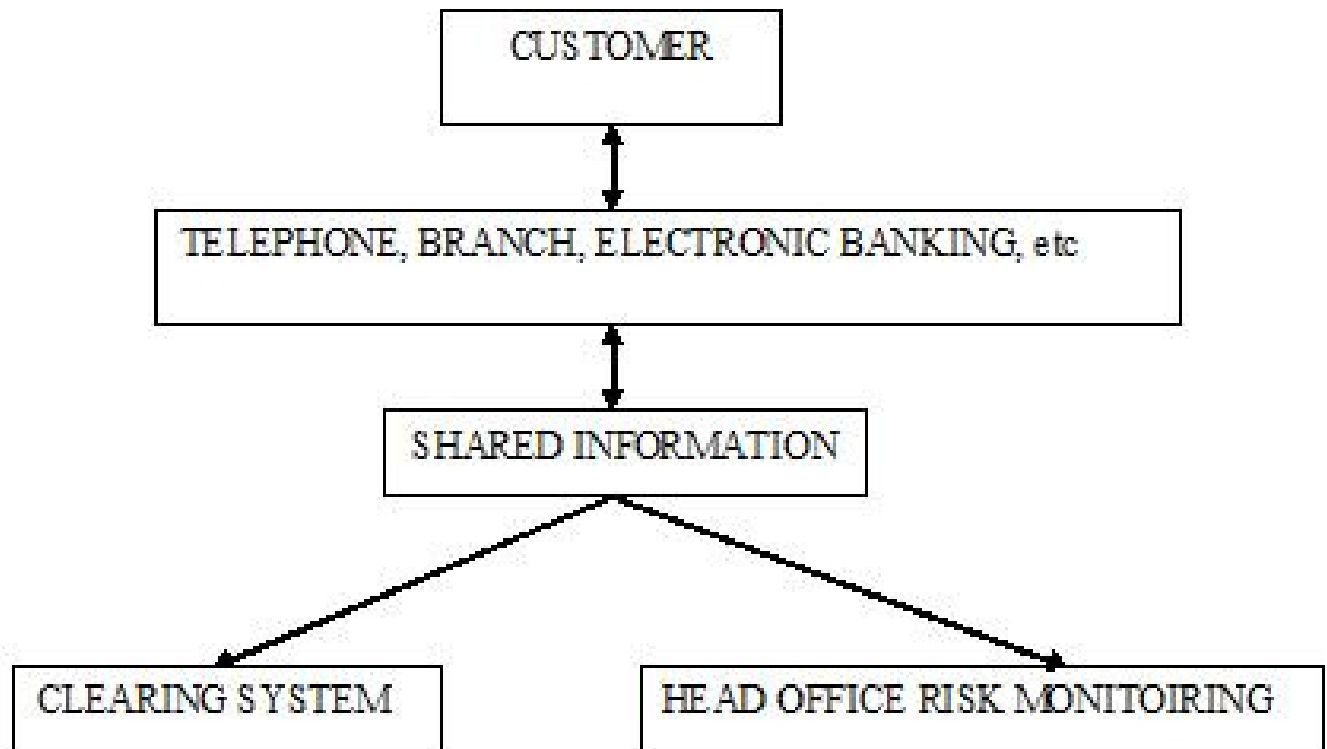
Why Java:

Object-oriented programming simplifies code organization

Strong support for console-based applications

Easy to implement and maintain





Banking Information System

Banking System

Open Account **Deposit Money** **Withdraw Money** **Bank Transactions**

Open Bank Account

Enter Acct No:

Acct No:

Customer Name:

Sex:

Branch:

Initial Balance:

Objective

The main objectives of this project are:

1. To develop a simple banking system using Core Java.
2. To allow users to perform deposit, withdrawal, and balance enquiry operations.
3. To handle invalid inputs gracefully.
4. To understand the development process from coding to testing.

General banking concepts

Safeguard Deposits

Provide Loans

Encourage Savings

Capital Formation

Currency Issue

Enhances Living Standards

Generates Employment



OBJECTIVES OF PAYMENT BANKS

1 BANKING SERVICES IN REMOTE AREAS

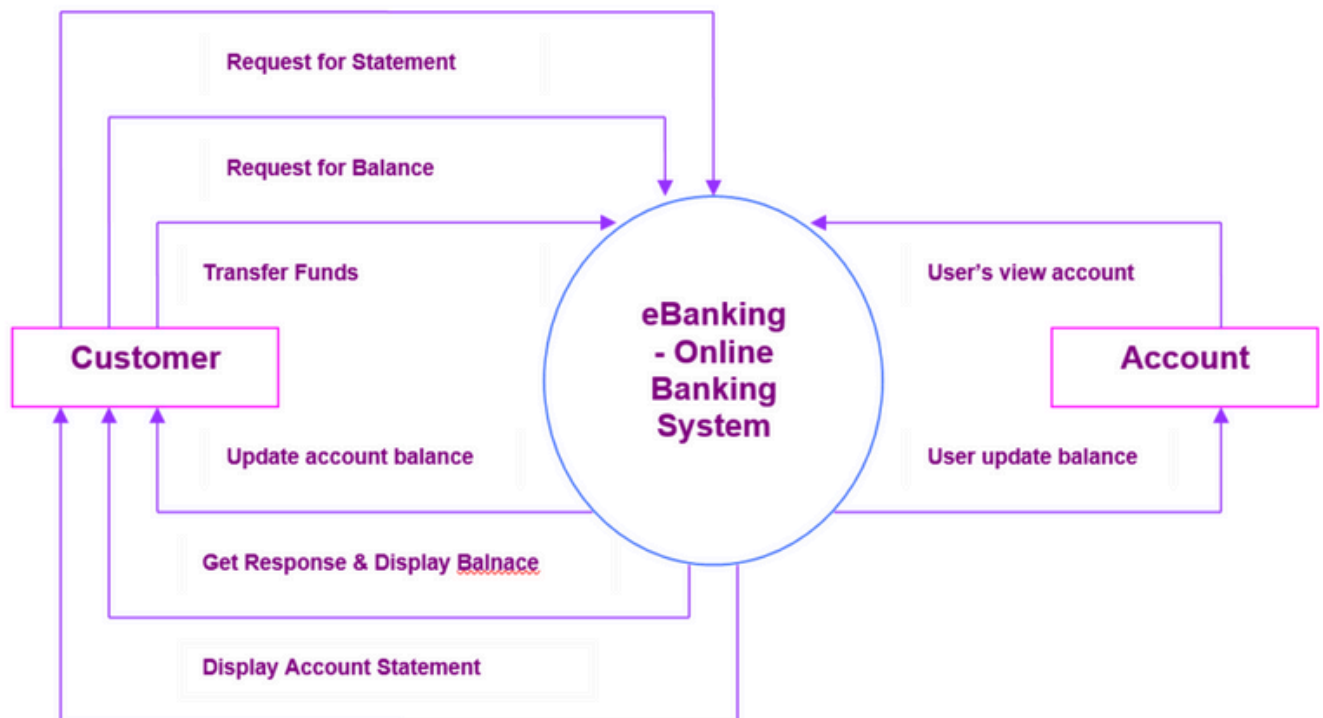
2 SAVINGS FOR LOW-INCOME EARNERS

3 BETTER RETURN ON DEPOSITS

4 EASY TRANSFER OF FUNDS

5 REMOVES REGIONAL DISPARITIES

CommerceMates.com



Problem Statement

The problem is to design a simple banking system that allows users to:

Deposit money

Withdraw money

Check account balance

The system should be easy to use, accurate, and prevent errors from invalid inputs. The project is a console-based Java application, suitable for learning and small-scale banking simulations.

Existing and Proposed Solution

Existing Solution:

Banking is manual

Time-consuming

Error-prone

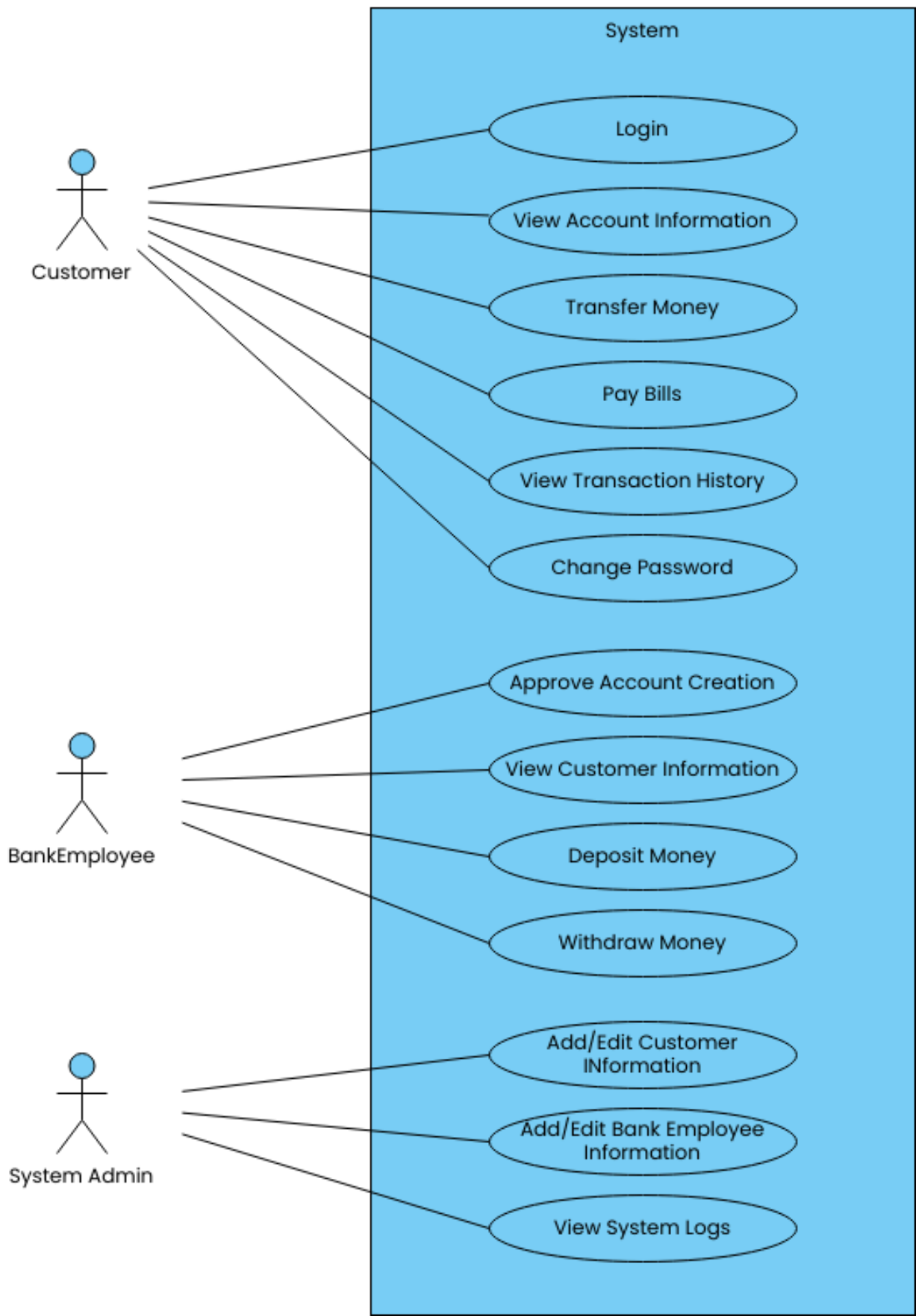
Proposed Solution:

Java-based console application

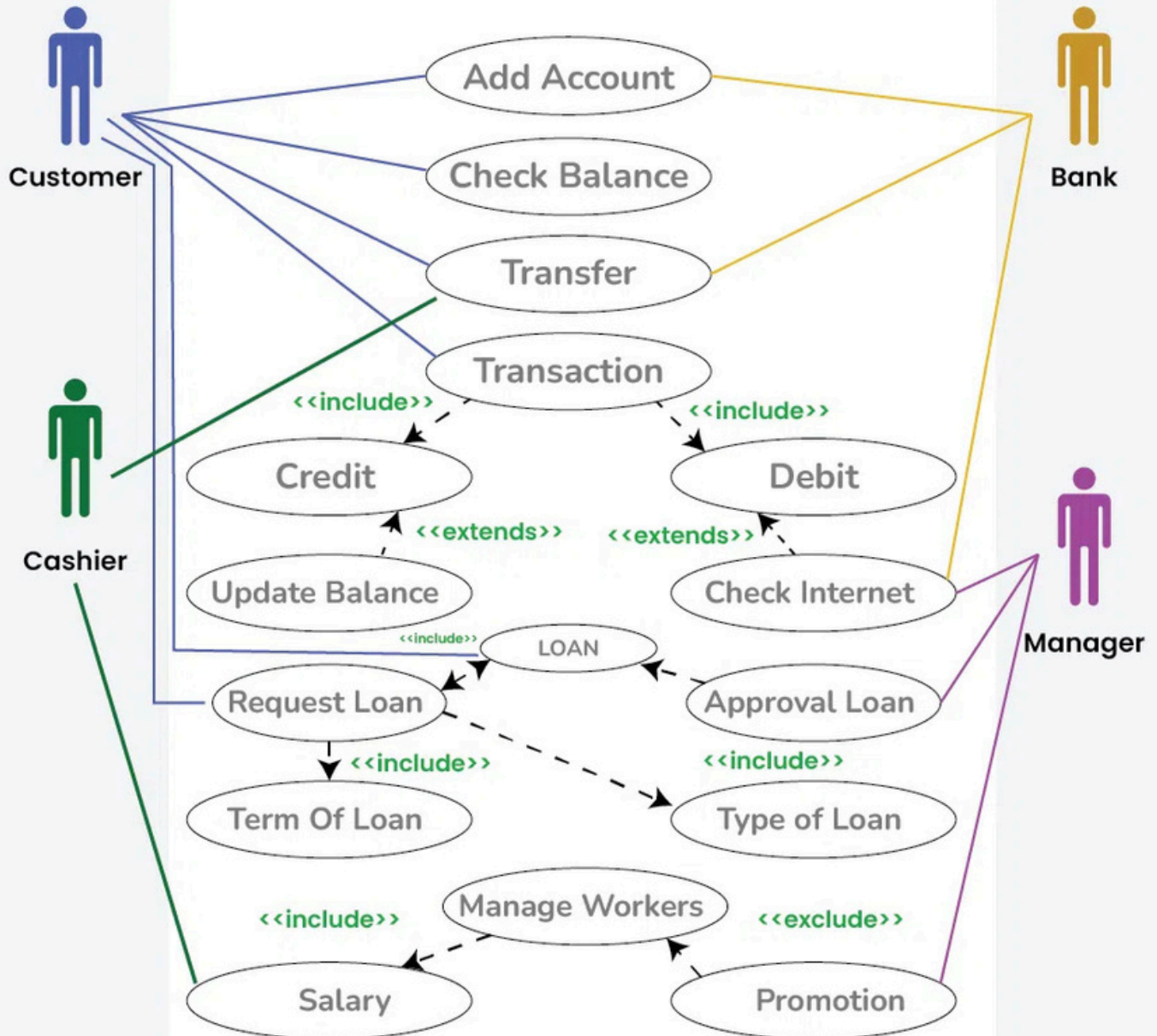
Faster and more accurate

Easy to use for basic banking tasks

HIGH LEVEL DIAGRAM OF THE SYSTEM



Design Payment System



My Learnings

During this internship, I learned:

1. Core Java programming and object-oriented concepts.
2. How to design a console-based application.
3. Error handling and input validation.
4. Basic GitHub usage for code and report submission.
5. How to document a project in a professional report format.

Future Work Scope

The project can be extended in the future to include:

1. Graphical User Interface (GUI) using Java Swing or JavaFX.
2. Database integration to store user accounts permanently.
3. Online banking simulation with login authentication.
4. Additional banking features like fund transfer, account statements, and loan management.

Code Submission (GitHub Link)

The Java code for this project is available at:

<https://github.com/akilasri2006-sketch/upskillcampus/blob/67ac1beedd11fab20d81ee4a43169c8d5b35613d/BankingInformationSystem.java>

Report Submission (GitHub Link)

The PDF report for this project is available at:

https://github.com/akilasri2006-sketch/BankingInformationSystem/blob/9b0f0a0ae1d047733a303290459dba2e718af05d/BankingInformationSystem_AkilaSri_USC_UC.pdf

Performance Test (Simple Points)

- Program runs without errors
- Handles invalid inputs gracefully
- Balance updates correctly after deposit/withdrawal
- Console messages are clear and user-friendly

Final Executive Summary (Banking Information System)

This report describes the Core Java project “Banking Information System” developed during the internship at Upskill Campus.

The project automates basic banking operations, including:

Deposit money

Withdraw money

Check account balance

The system is console-based, simple, and user-friendly. It ensures that invalid inputs are handled correctly, making transactions faster, accurate, and reliable compared to manual banking.

The main goal of this internship project was to:

Apply Core Java programming skills in a real project

Understand object-oriented concepts

Learn how to design, code, and test a small banking application

Submit the code and report professionally on GitHub

This project provides a foundation for future enhancements, such as GUI integration, database support, and online banking simulation.