

## **Problem Statement:**

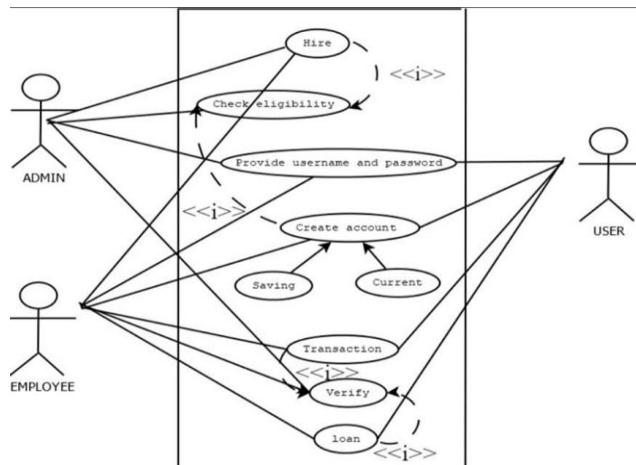
To develop a Bank Management System using Object-Oriented Analysis and Design (OOAD) principles. The system should allow users to perform basic banking operations like account creation, deposit, withdrawal, transfer, and loan application. The backend should be modular and maintainable using SOLID principles and design patterns.

## **Key Features:**

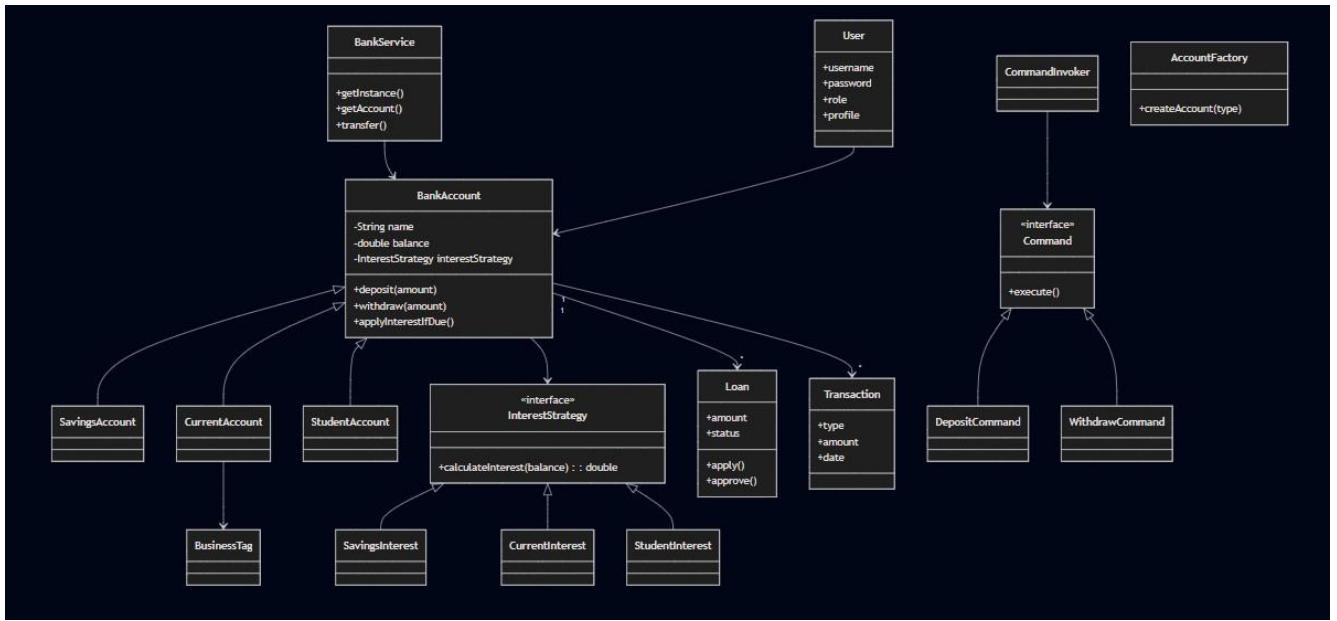
- **Account creation for different types: Savings, Current, Student.**
- **Deposit, withdrawal, fund transfer operations.**
- **Apply for and track loan status.**
- **Tiered and time-based interest handling.**
- **Admin/user login with basic profile handling.**
- **Graphical user interface using Java Swing.**
- **Data persistence using H2 database via JDBC.**

## Models:

### Use Case Diagram:



### Class Diagram:



## Architecture Patterns

### Model – View – Controller (MVC)

- **Model**: Contains domain logic for **BankAccount**, **InterestStrategy**, **Loan**, and transaction classes.
- **View**: Implemented using Java Swing GUI components for UI panels like **MainDashboard**, **Login**, and **TransactionHistoryPanel**.
- **Controller**: Classes in the service package, like **BankService**, act as mediators between the model and view layers.

## Design Principles

- **SRP (Single Responsibility Principle)**:  
Each class handles one specific responsibility. Example: **InterestStrategy** only handles interest logic, and **TransactionDAO** only deals with transaction data.
- **OCP (Open/Closed Principle)**:  
The system supports new account types (like **StudentAccount**) without modifying existing account logic due to polymorphic use of **InterestStrategy**.
- **LSP (Liskov Substitution Principle)**:  
Any subclass like **SavingsAccount** or **CurrentAccount** can be used in place of **BankAccount** without altering system correctness.
- **DIP (Dependency Inversion Principle)**:  
High-level modules (like **BankService**) depend on abstractions (DAO interface) rather than concrete **FileIO** or **JDBC** implementations.

## **Design Patterns**

### **1. Singleton Pattern**

- **Class:** BankService
- **Purpose:** Ensures a single instance of the service layer for consistent application behavior.

### **2. Strategy Pattern**

- **Classes:** InterestStrategy, SavingsInterest, CurrentInterest
- **Purpose:** Allows dynamic switching of interest calculations based on account type.

### **3. Factory Pattern**

- **Class:** AccountFactory
- **Purpose:** Creates account objects (SavingsAccount, CurrentAccount, etc.) based on user input.

### **4. Command Pattern**

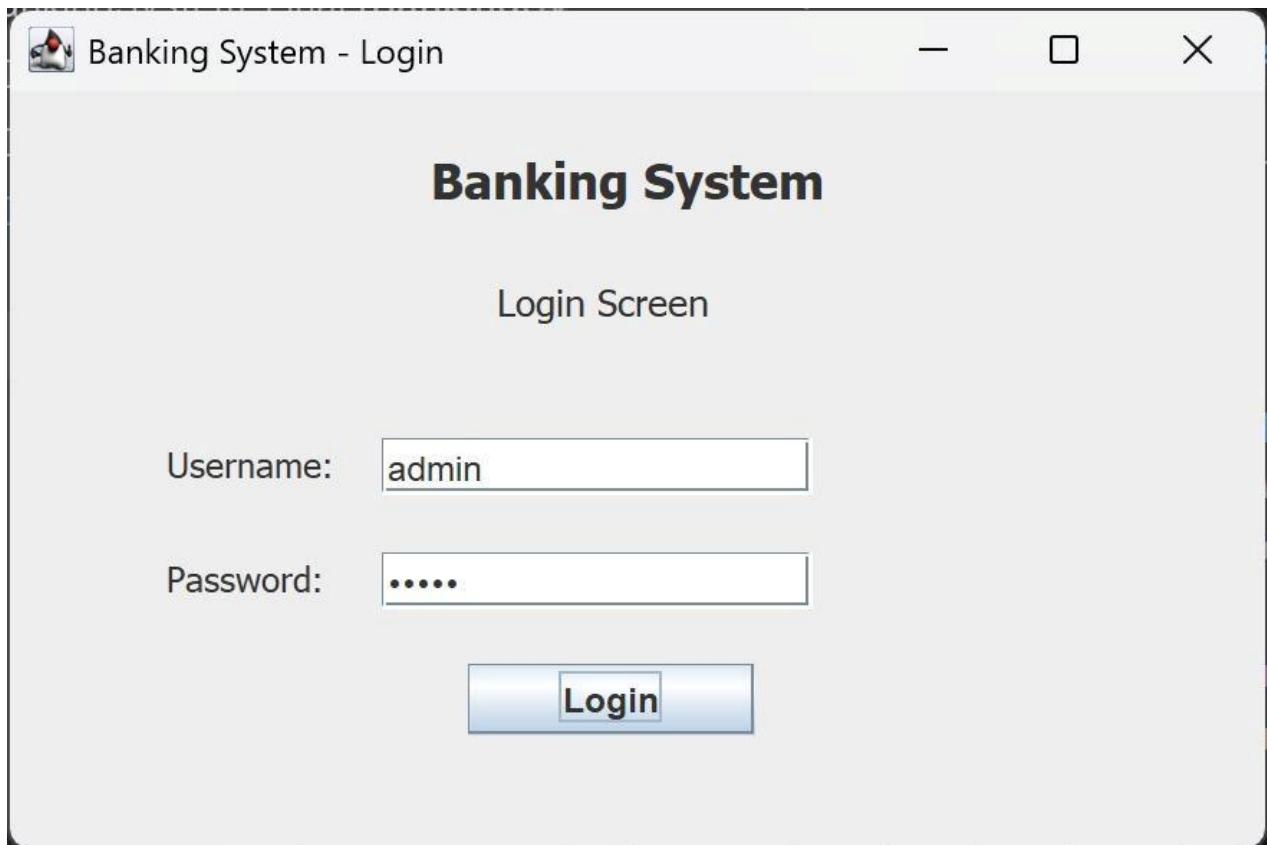
- **Classes:** Command, DepositCommand, WithdrawCommand, CommandInvoker
- **Purpose:** Encapsulates requests like deposit and withdraw as objects to queue or log them easily.

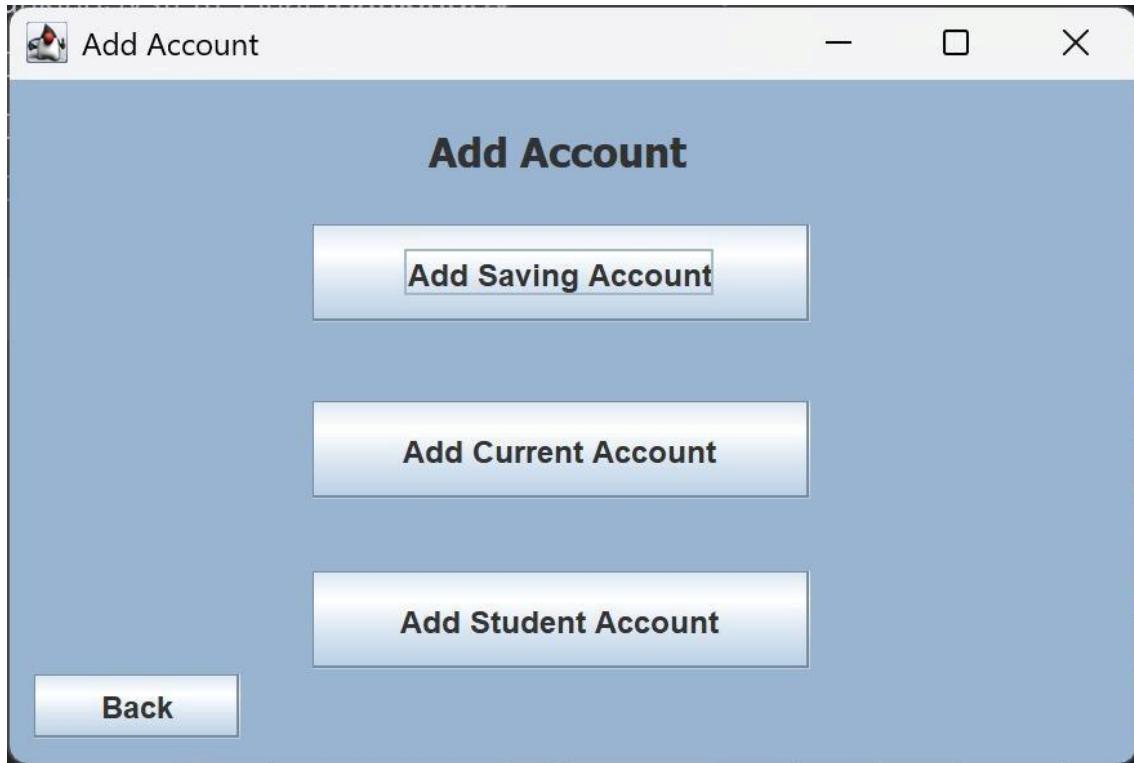
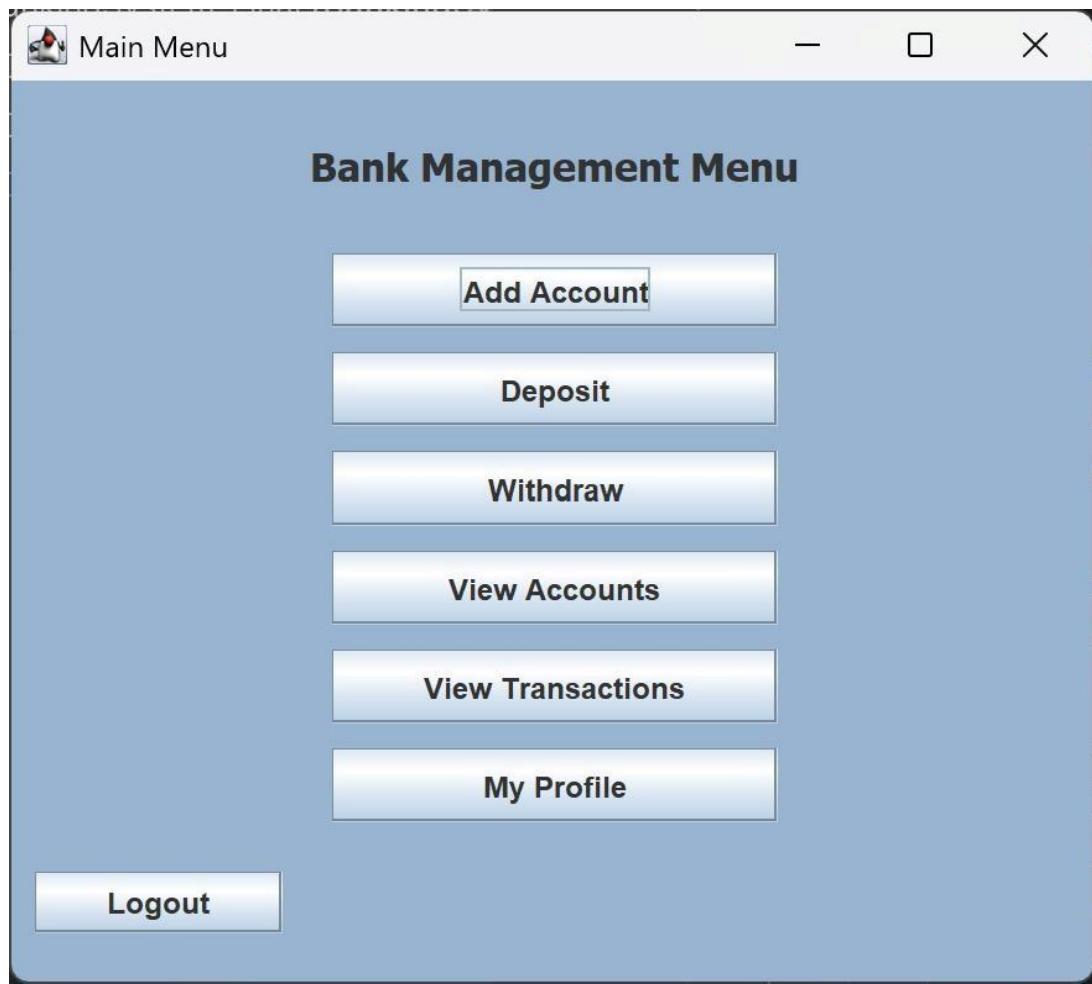
**Github link to the Codebase:**

<https://github.com/bhavyabafnaa/BankManagementSystem>

## Screenshots

UI:





Add Student Account

## Add Student Account

Name: CS335

Initial Balance: 10000

Min Balance: 4000

**Back** **Create Account**

Display All Accounts

## All Bank Accounts

Name: collegefunds, Id: 49540, Balance: 100000.0Type:BankAccount  
Name: business, Id: 52461, Balance: 1.0E10Type:BankAccount  
Name: CS335, Id: 72834, Balance: 10500.0Type:BankAccount

**Delete Account** **Back**

 Deposit To Account

## Deposit To Account

Account Name:

Amount:

 Withdraw From Account

## Withdraw From Account

Account Number:

Amount:

