**Defining the problem**

The client is Mr. Smith, the owner of Bank of Manchester. In the last couple months, he has had issues with having his customers login to their accounts from an online program. Mr. Smith would usually just have an excel spreadsheet hold all this information as he updated it by hand. This method has become too tedious and expensive as his bank is beginning to grow. After consulting with him, we decided that he wants a program where users can login to their accounts, withdraw, deposit money and even new users can create accounts. This program will send their credentials and information to a file and other classes through object oriented programming.

**Rationale for the proposed solution**

My program will hopefully solve the issue of helping his customers ease of use of their bank accounts. Mr. Smith hopes that this program will increase the amount of customer satisfaction and his overall customers. He has told me that this program will save his company a lot of time and headaches because a computer will automate all of these processes, which will overall save them money. Mr. Smith is a business man, so he loves saving money.

I have decided to use Java to code this program because of its accessibility and mobility. If the bank updates or changes operation systems, the program will still be accessible for him to use with future customers. Also Java has the nice features of being able to create GUIs that are easy to use. Object Oriented Programming will also be easy because I will need multiple classes to solve the problems in the different methods. This way of programming is fairly easy in Java.

**Stating success criteria**

* Can user login
* Can user not make a duplicate account with same username
* Can transfer money
* Can withdraw money
* Can deposit money
* Can logout and login with another account

**Word Count:** 314