**Banking Application - Java Programming (Assignment 01)**

**School of Engineering & Technology (SOET)**

**Session:** 2025-26  
**Programme:** BCA  
**Semester:** 3rd

**Course Codes:** ENCS201, ENCA203, ENBC205  
**Course Name:** Java Programming  
**Faculty:** Dr. Manish Kumar

**Assignment Details**

* **Assignment No:** 01
* **Project Title:** Banking Application for Account Management
* **Submission Deadline:** 5th September 2025
* **Weightage:** 10% Internal Evaluation

**Problem Statement**

Design and implement a banking application in Java that allows users to manage accounts by performing operations like:

* Create account
* Deposit money
* Withdraw money
* View account details
* Update contact details

The application demonstrates use of **Java basics, control structures, arrays, strings, and OOP**.

**Objectives**

* Apply Java fundamentals (data types, operators, control structures).
* Use decision-making and looping.
* Handle input/output with Scanner.
* Work with single & multi-dimensional arrays.
* Manipulate Strings with Java’s String class.

**Features**

* Account creation with unique account number.
* Deposit/Withdraw with validation.
* Display account details.
* Update contact details (email & phone).
* Menu-driven interface using arrays.

**Evaluation Rubric**

* ✅ Correct implementation of Account class
* ✅ Functional menu operations
* ✅ Use of control structures (loops, if-else, switch)
* ✅ Efficient use of arrays
* ✅ String handling and validation
* ✅ Exception handling & input validation
* ✅ Modular, readable, and documented code

**Author**

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