**Overview**

It is important to have systems in place that allow for the banking system to improve its features and functionality while also maintaining some sort of base functionality. Below there are 3 major steps outlined for the system development of the banking application in which each step will detail where the system’s state was at each step of the process.

**Phase I; Initial User Interfaces and Data Structures**

In phase 1, multiple user interfaces were created and a very basic Java structure was outlined. The login screen was functional and could pull up any user account login whether that be the bank manager, bank teller or bank customer. While not all interfaces were complete in the initial phase, the interfaces were still able to function. Basic .csv files were outlined with dummy data for customers and data access objects (DAOs) were making their way to fruition to provide functionality for accessing this data. The documentation involved outlining the steps necessary to complete the application and the beginnings of creating uml diagrams. The requirements documentation was also created during this phase.

It is also important to note that in the initial phase, abstract functions were defined which set the tone for the data structures of the application.

**Phase II; User Interfaces and Initial Functionality.**

Phase II brought about the implementation of accessing data through our DAOs. The Java code could then make rather simple calls to the mock database .csv files relying on the DAO to do the leg work interacting with the database. New interfaces were introduced such as the bank teller and bank manager lookup functions to find and filter customers. It can probably be agreed that this was the longest and arduous phase of the project. A series of trial and error brought about the addition and removal of an add account button for the user, ultimately opting for the bank teller and bank manager to be the only users to have access to this functionality. Additional database tables (.csv’s) were added for the need to keep track of transactions. The admin areas were created for each user, and further functionality outlined in the system requirements documentation were implemented. More documentation was added such as the User’s Manual, Programmer’s Manual, Test Capabilities Requirements Document, System Development Document, Sequence Diagrams, Class Diagrams, Architecture diagrams etc. Some revisions were also made to diagrams that were more concretely defined in Phase I. Basic functionality such as the ability to transfer and withdraw money was implemented as features in the application.

**Phase III: User Interfaces and Full Functionality.**

In order to achieve full functionality, every item in the system requirements documentation must be met. The interfaces must be tested and the documentation must be fully revised. This step will involve manual testing from the Banking Application team to ensure nuances and unforeseen errors do not occur for the final presentation and launch of the application. Please refer to the system diagrams to get a full overview and understanding of the full functionality of the code and how it interacts with the user interfaces. We hope you are pleased with the result and enjoy using our Banking Application.