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CS 273

HW04 Banking I

Project Specification:

The banking project is meant to simulate common actions one would take at a local bank. The program should open up to a menu where the user gets to select the options for which they would like to take: add\_account(), list\_account(), make\_desposite(), make\_withdrawl() and exit. The user can create an account which will begin by asking them their name. The user will then select if they would like to open up a checking or savings account which are classes that inherit their properties from the base class account. If the name entered is new to the program, it will begin to as them questions about their identity; age, phone number, address and assign them a customer number. It will also ask them what type of customer they are: senior, adult or student. These are all classes that inherit from the base class customer and have polymorphic attributes and inherit customer functions.

After the user has created their account, they now can access the other options in the menu to list account and make a deposit. The list account function will permit the user to view their accounts after they enter a corresponding name to that accounts. The make deposit function will ask the user to enter their account ID which was created in the account class through the add account option. The user then asked to input the amount they would like to deposit and it is added to that account. The widthdraw option does the same type of activity except it removes money from the respective account.

Use Cases:

User

System

User

System

User

System

UML Diagrams:



Pseudocode: