Major Goals and Table of Sub-goals

The major goals Performance, Dependability, Fault Tolerance, Cost, Maintenance, End User Criteria can satisfy the needs and requirements of its users and other systems it interacts with. Following these concepts typically enables to develop systems and components that are more maintainable. This is significant since the maintenance stage of software development may be the most expensive.

ID	Description
SG1	Optimizing software's code and algorithms to handle requests more quickly
SG2	Functionality to handle a large number of simultaneous users and transactions
SG3	Implement a backup and recovery strategy to minimize any potential data loss or corruption
SG4	Design the system to handle potential failures and recover quickly in case of any outages or disruptions
SG5	Monitor and optimize system uptime and availability, with regular testing and monitoring

SG6	Use encryption to protect sensitive data in the database
SG7	Utilizing open source software and agile development approaches to save costs
SG8	Standardizing data formats by utilizing common data structures or data interchange protocols lessens the requirement for customized data transfers by making it simpler to move data between systems
SG9	Maintenance Cost: By ensuring that the system is thoroughly tested and verified before it is published, developing with an Agile methodology can help minimize the cost of maintenance
SG10	Implement load balancing and other strategies to distribute load and prevent performance degradation
SG11	Connecting components with APIs to make it simpler to change or add functionality in the future
SG12	Utilizing open standards for data storage can facilitate the system's portability across different application domains

SG13	Creating website that can port on various devices, including desktop and mobile devices, without needing to be recompiled or updated, which can help make it simple to move the system to different platforms
SG14	Develop an intuitive and easy-to-use interface, with clear instructions and feedback
SG15	Creating a user-friendly interface, offering clear and simple documentation, and providing live support to assist users in getting the most out of the system

Table of Actors and Table of Components

Actors:

AC1) Bank Customers

AC2) Bank Tellers

ID	Description
AC1	Bank customers refer to individuals who have an account with the bank and use its services. Customers who use the "T-Banking System" can register, apply for new accounts, close existing ones, transfer money electronically to another bank, pay bills, set up automatic payments, limit the use of an account, block a card, view transaction history and statements, edit and view profile information, and request investigations.
AC2	Bank tellers or bank administrators serve the purpose of serving customers with a wide variety of financial services. They hold access to the banking system administration and have the privilege to start a new account for a customer, close an account, block a card, grant access to change the customer's details, and fulfill investigative requests.

Components:

C1)The User Interface or UX

C2)Services Backend

C3)Authentication and Security:

C4)Customer Account Management:

C5) Customer Service and Support

ID	Description
C1	The User interface or User experience provides the customers with overall satisfaction, enjoyment, and usefulness when interacting with the system. The design aims to provide consumers with a seamless and understandable experience by considering their needs, objectives, and expectations.
C2	The Banking System cannot function without its backend services. It offers the customers with the underpinning architecture and support for the frontend elements engaging, including the database system, load balancing, caching, security, etc. This enables developers to build dependable, scalable systems that offer a secure user experience.
C3	Authentication and Security are essential elements of the banking system. Sensitive data are shielded from misuse and unlawful access. Other methods for protecting sensitive data include user authentication like multi factor authentication, data encryption, and routine software patch updates.
C4	Account management is when customers create, maintain, and monitor their bank accounts. The services are accessible through the user's banking interface, which provides access to balances, transactions, bill-paying, and other features. Customers can

	manage their accounts more efficiently, and simple access to financial services is provided.
C5	Customer service and support are essential in any business as it helps in building customer satisfaction. Services can be accessed through emails, phone calls, social media and chatbots. Collecting feedback through surveying customers could steadily enhance the user experience. Calls and emails for support are answered promptly. These could prioritize customer services and support and create a positive impact on the service.