

# Scala Project

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## 1 Description

Traditional online banking applications are currently experiencing great competition from new players in the market who are offering direct transactions with a few seconds of response time. Banks are therefore looking at possibilities of changing their traditional method which involves batch transactions at given times of day with hours in between. They must now update their software systems to adapt to the current demand, which means transactions must be handled in real-time. Your overall task for this project is to implement features of a real-time banking transaction system.

## 2 Deliverables and Deadlines

There are two deliverables in this project. They are divided into two tasks with different deadlines (18th October for task 1, and 25th October for task 2). To submit your solution, upload the files for each part in the format *taskX.zip*, and any other modified/added files to Blackboard. For your submission to be approved, 70% test coverage is required for each task.

## 3 Running the Tests

To run the tests from the command line, cd into the partX-project directory, and run the `sbt test` command. If you have not yet installed `sbt`, visit <http://www.scala-sbt.org/release/docs/Setup.html> and follow the installation instructions for your OS.

## 4 Additional information

The tasks are solvable by adding functionality to the framework that can be found on Blackboard. Changing the given code isn't necessary and should be avoided. Some of these tasks are similar in concept to the tasks given in the introductory Scala exercise. You may find much inspiration by revisiting them.

## Task 1: Threads

Task 1 will familiarize you with threading and implementing transactions. You will implement transactions using the Executor abstraction. New transactions should be added to a concurrent collection `TransactionQueue`, and from here it should be handled by the executor in `Bank`. For this task, you will be working in `Account.scala`, `Bank.scala` and `Transaction.scala`. The main objective is to implement missing functionality and pass all of the tests.

**Account:** In the `Account` class, one should be able to withdraw (take out) or deposit (insert) a certain amount of money, which will change the total balance in the account. The implementation must be thread-safe (hint: use `val` instead of `var`). Throw suitable exceptions for invalid states.

**Bank:** In `Bank`, a method for transactions between accounts should be implemented. It should be able to handle the continuous processing of new transactions in the transaction queue.

**Transaction and TransactionQueue:** `TransactionQueue` should be a concurrent collection in which common queue-operations should be implemented (these are explained in the source code). A `Transaction` object represents a transaction between two accounts and may succeed or fail, and your task here is to extend the `run` method. Failed transactions should be retried up to a variable amount of times (`allowedAttempts`).

### Required Tests

9 of 13 tests need to succeed. Test 7 *must* run successfully.

**Note that the test suite can take a few minutes to complete.**

If the test takes even longer, you may have a deadlock in your code.

## Task 2: Actors

In the second task of the Scala project, you will still be working with transactions, but this time you will need to support transactions between accounts in different Bank-instances, using actors. It is highly recommended that you read up on Actors before starting this task, if you are not already familiar with it. You will be working in `Bank.scala` and `Account.scala`. Also provided is `BankManager.scala`, which is the Actor System that you will need when looking up other Banks or Accounts. Below is some important information about what you should implement in this task:

1. All Accounts should be initialized with a unique AccountID which is exactly 4 characters long, and each Account belongs to exactly one Bank.
2. All Banks should be initialized with a unique BankID which is exactly 4 characters long
3. An account number is defined as the BankID concatenated with AccountID (e.g. 40012001: Account with AccountID 2001 belongs to a bank with BankID 4001). Account numbers are represented as Strings in the program, for easier manipulation.
4. A transaction works as follows: the sending Account (A) calls the `transferTo` method. `transferTo` withdraws the correct amount from the A, adds a new Transaction-instance (let's call this `t`) to a HashMap internal to A, and forwards `t` to the A's Bank. The Bank should then forward `t` either to a different Bank or an Account, depending on whether `t` is internal or not. If `t` is external and sent to a different Bank, that Bank should forward `t` to the correct Account.

When the receiving Account (B) has received `t`, B should process `t`, and send a `TransactionRequestReceipt`, saying that `t` succeeded, back to the A, the same way `t` was sent (only backwards).

If the transaction somehow fails on the way (e.g., if a Bank or Account does not exist), a `TransactionRequestReceipt` saying that `t` failed should be sent back to A from the point of failure.

When A has received a `TransactionRequestReceipt`, it should update the information about `t` in the HashMap that the transaction was stored in earlier.

5. A transaction holds the following information:
  - (a) `from`: String  
The account number of the sending Account.

- (b) to: String  
The account number of the receiver Account. An internal transaction does not need to include the BankID in the account number (e.g., Account A with account number 40012001 wants to transfer to Account B with account number 40012002, they are in the same Bank and to should be 2002; whereas if a transaction from Account A to Account C with account number 50012002 (different Bank), to should be 50012002).
- (c) amount: Double  
The amount of money that should be transferred.
- (d) status: TransactionStatus.Value  
An enum representing the current status of the Transaction (PENDING, SUCCESS, or FAILED).
- (e) id: String  
A unique ID.
- (f) receiptReceived: Boolean  
When the sending Account receives the receipt from the receiving Account, this value should be true

### **Required Tests**

13 of 17 tests need to succeed. Two tests should succeed by default.