

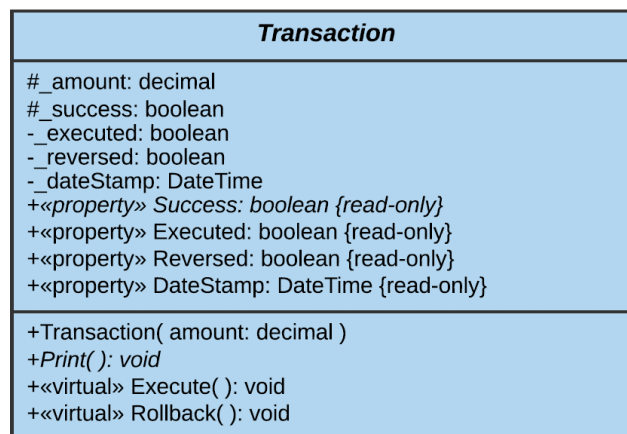
Practical Task 7.1

(Pass Task)

General Instructions

In this practical task, you will take a look at the banking system again and create an abstract Transaction class for which the DepositTransaction, WithdrawTransaction, and TransferTransaction classes will inherit from. Doing this will reduce code duplication and allow you to simplify code in certain areas of your program. This task finalizes the project on the banking system.

1. To start your work, use the existing project that you should have already completed as part of Task 6.2. Extend the project by adding the required Transaction class and the corresponding source code file. This class must be **abstract** and meet the design illustrated by the following UML diagram.



Make sure that you interpret the above diagram correctly as this will immediately affect your program code. For example, making a method's signature written in italic type has a special sense. Spend some time to understand why certain attributes are now marked as **protected** and why several properties and methods are specified as **abstract** or **virtual**. Think about how these facts may impact a **derived class** of the Transaction.

Note the following facts about the Transaction class. The Transaction's constructor is parameterized by a single argument and its purpose is to set the value of the `_amount` field. The `Print` method is just a placeholder that the different transactions can **override** and provide details for. Similarly, the `Success` is a placeholder for the property to be defined in the derived transactions to indicate whether the respective operation has been successfully completed.

The new `_datestamp` field and its associated `DateStamp` property are introduced to record the time when the latest of the two transaction's operations, i.e. the `Execute` or the `Rollback`, was attempted. You can get the current time using the [DateTime.Now](#) property of the `DateTime` native .NET class. This implies that the `Execute` method should not only update the `_executed` field to true, but also set the `_datestamp` to the current time. The `Rollback` method should operate in a similar way to the `Execute`.

2. Now, modify the `DepositTransaction`, `WithdrawTransaction`, and `TransferTransaction` classes to make them inheriting from the `Transaction`. The structure of these classes should not seriously change, so you only need to make it working correctly with the new `Transaction` class.

Note that the constructor in each of these classes should call the **base class** constructor, passing up the amount, and then, in its body, it must set up the account(s) as necessary. The `Execute` method should

override the method from the base class. Its code should first call the Execute method of the base class and then proceed with the transaction based on the given account. The Rollback will be similar to the Execute, but reverse the order of operations. Do not forget to implement the other methods and properties for each transaction class adhering to the design of the **parent class**.

- Now, when the three types of transactions are all inheriting from the Transaction class, you can record a list of transactions associated with the bank. Modify the Bank class to have a private field `_transactions` of type `List<Transaction>`.

Replace the three ExecuteTransaction methods with a single method that accepts a transaction of the base Transaction class. When called, this method must add the transaction to the list of transactions and invoke the Execute method on that transaction.

- Add a RollbackTransaction method, which is to act similarly to the ExecuteTransaction. It must take an instance of the Transaction class as an argument and attempt to reverse it via the call of the Rollback.
- Finally, create a public void PrintTransactionHistory method, which iterates through the `_transactions`, asking each one to Print. Note that the Print method should state the status of the transaction along with the timestamp of the last operation on it.

Add in a menu option in the BankSystem to print the numbered transaction history through the call of the PrintTransactionHistory method. Once the whole list is displayed, ask the user whether they want to rollback a specific transaction. This functionality should be implemented by a new method of the BankSystem class, e.g. DoRollback. Therefore, introduce the method and make sure it properly serves this option. The user should be able to indicate the transaction via its index in the displayed list. If an attempt to rollback is unsuccessful, i.e. the operation throws an exception, the user must be notified about it. This should return the control back to the main menu.

- Check the banking system and make sure that all operations of the Bank class can be executed correctly and the bank does not lose money as different transactions are processed. Test your program for potential logical issues and runtime errors.
- Prepare to discuss the following with your tutor:
 - Explain how inheritance and polymorphism are used in the solution?
 - How can the one method perform any kind of transaction?
 - What changes would you need to make to the Bank to include a new transaction type?
 - What are the advantages we get through inheritance?
 - What advantages does polymorphism provide?

Further Notes

- Explore Section 6.2 of the SIT232 Workbook to learn the concept of polymorphism, how it is achieved, and how to apply it in solving problems. Section 6.3 explains how abstract methods and classes provide the ability to express the desirable semantics of inheritance and how to use them. The Workbook is available in CloudDeakin → Resources.
- Explore Section 7 of the Workbook to learn about how to interpret UML class diagrams.
- The following links give some additional notes on polymorphism, abstract methods and classes, overriding and others aspects that you need to complete this task.
 - <https://docs.microsoft.com/en-us/dotnet/csharp/language-reference/keywords/protected>
 - <https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/classes-and-structs/polymorphism>
 - https://www.tutorialspoint.com/csharp/csharp_polymorphism.htm

- <https://www.c-sharpcorner.com/UploadFile/ff2f08/understanding-polymorphism-in-C-Sharp/>

Marking Process and Discussion

To get your task completed, you must finish the following steps strictly on time.

- Make sure that your program implements the required functionality. It must compile and have no runtime errors. Programs causing compilation or runtime errors will not be accepted as a solution. You need to test your program thoroughly before submission. Think about potential errors where your program might fail.
- Submit the expected code files as an answer to the task via OnTrack submission system. Cloud students must record a short video explaining their work and solution to the task. Upload the video to one of accessible resources, and refer to it for the purpose of marking. You must provide a working link to the video to your marking tutor in OnTrack.
- On-campus students must meet with their marking tutor to demonstrate and discuss their solution in one of the dedicated practical sessions. Be on time with respect to the specified discussion deadline.
- Answer all additional questions that your tutor may ask you. Questions are likely to cover lecture notes, so attending (or watching) lectures should help you with this **compulsory** interview part. Please, come prepared so that the class time is used efficiently and fairly for all students in it. You should start your interview as soon as possible as if your answers are wrong, you may have to pass another interview, still before the deadline. Use available attempts properly.

Note that we will not accept your solution after the submission deadline and will not discuss it after the discussion deadline. If you fail one of the deadlines, you fail the task and this reduces the chance to pass the unit. Unless extended for all students, the deadlines are strict to guarantee smooth and on-time work throughout the unit.

Remember that this is your responsibility to keep track of your progress in the unit that includes checking which tasks have been marked as completed in the OnTrack system by your marking tutor, and which are still to be finalised. When marking you at the end of the unit, we will solely rely on the records of the OnTrack system and feedback provided by your tutor about your overall progress and quality of your solutions.