Documentation

<Name of Homework>

Homework number:

Due date: week <number>

# Purpose

The purpose of this project is to create a project using the obsrever-observabe design pattern. The project should simulate the behavior of a bank, where users can deposit or withdraw money. Each user can have several accounts. I am required to create a good design and to implement it.

# Problem analysis

<Modelling, scenarios, usage>

# Design

<UML diagrams, data structures, class design, interfaces, relationships, packages, algorithms, user interface>

# Implementation and testing

# Results

# Conclusions

<What have I learned, further improvements & development>

# Bibliography