

INTERNSHIP JAVA (BASICS &OOP)

Bank Management System

Hackathon Project

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Table of Contents

1. Case study	3
2. Method	3
3. Requirments	4
4. System analysis	5
4.1. Use case diagram	5
4.2. Activity diagram	5
4.3. Sequence diagram	6

Case study

a Bank Management System designed to assist a bank in managing various customer accounts and their associated transactions. The system offers a graphical user interface (GUI) using Java Swing and follows a backend architecture based on object-oriented programming (OOP) principles in Java. The primary data storage for customer information and account details is handled using text files. The system will be determined based on the following Assumptions:

- The administrator has constant password and username
- The customer can't delete or edit any account.
- The customer never enters wrong data.
- The customer has many accounts.
- The administrator hasn't roles in accounts.

Second version:

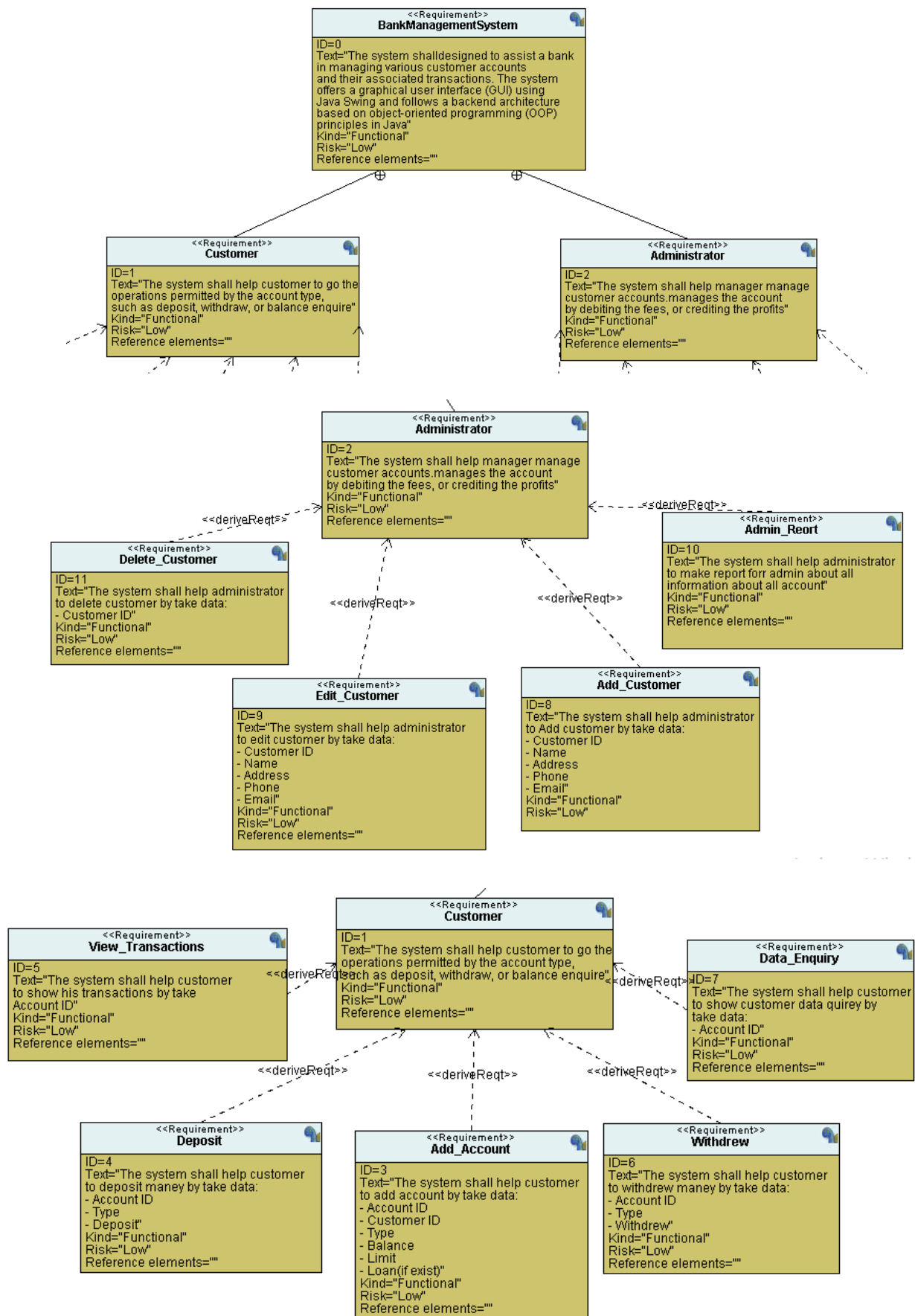
- The customer interacts with the administrator to edit the account.
- The administrator role can handle view transactions
- The system can handle wrong data from customers more than it.
- Using SQL instead of text file.

Method

We have chosen the system Kanban as it will provide us with the following factors:

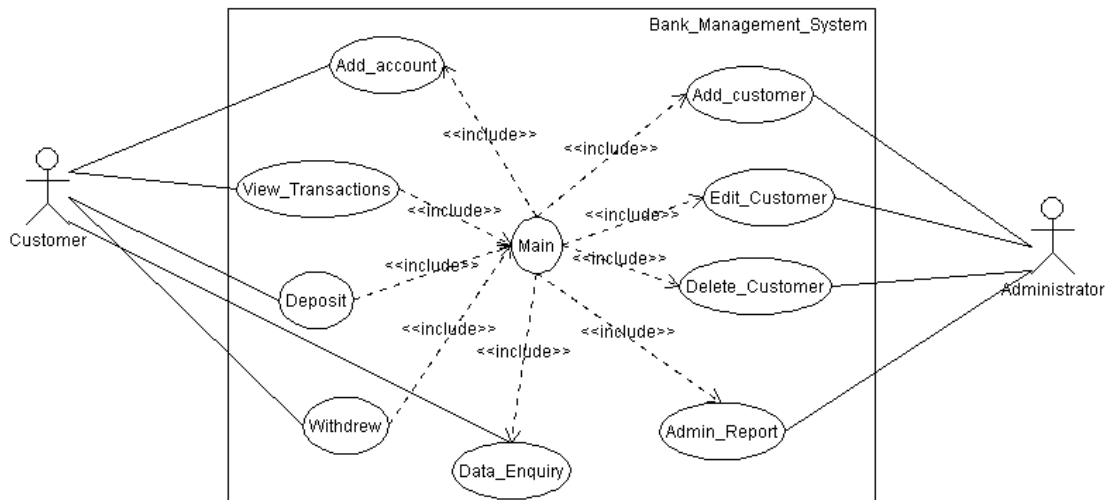
- Easy to set up.
- Productivity improvement.
- Time saving.
- Money saving.
- Improvement of the quality of the delivered product.

Requirements

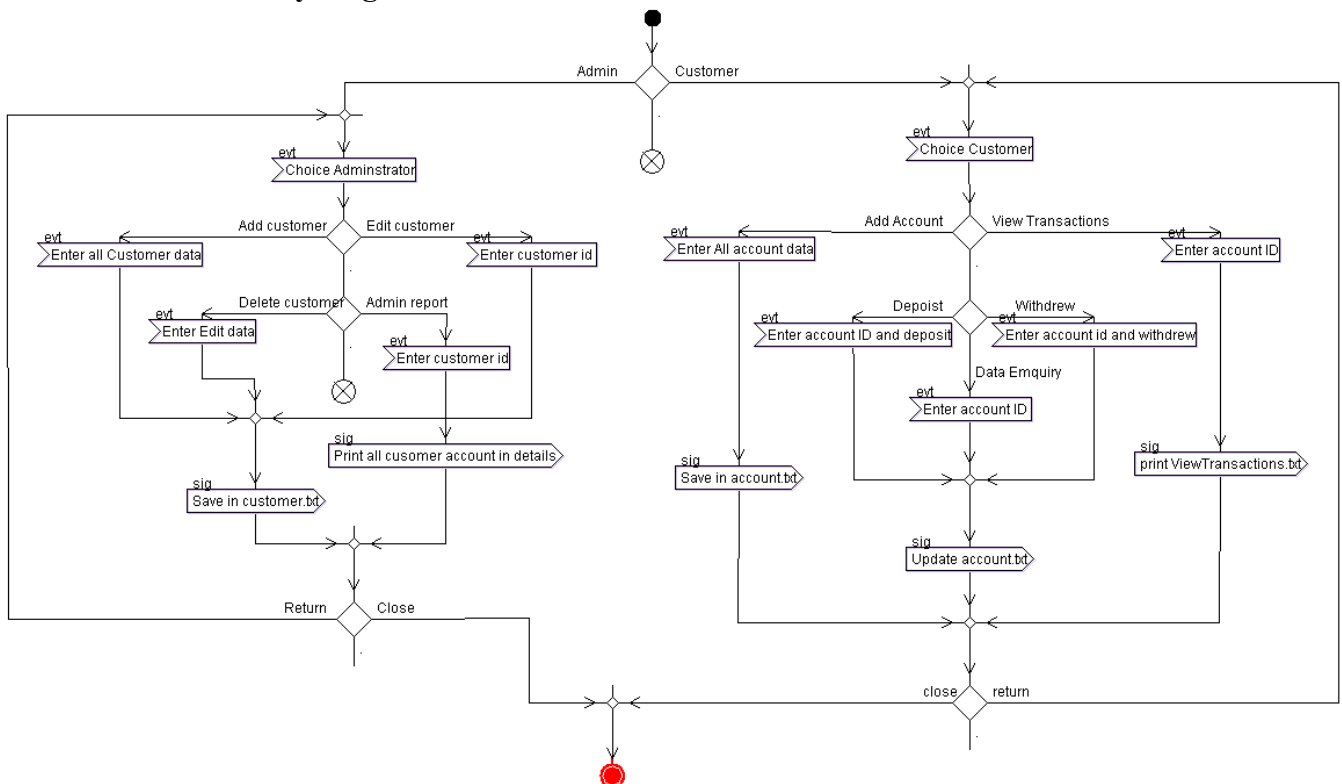


System analysis

- Use case diagram.



- Activity diagram.



- Sequence diagram

