Software Engineering Online Banking C# Project

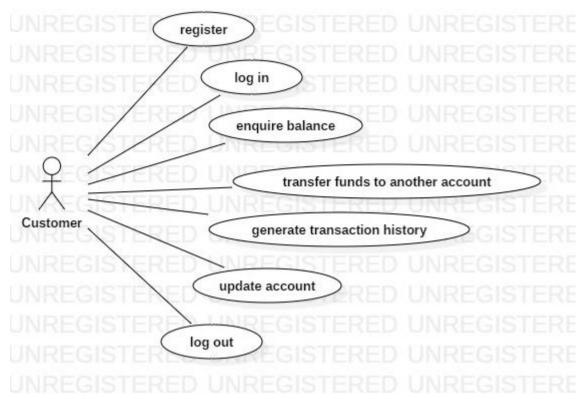
Team: Chereji Iulia and Iepure Ana

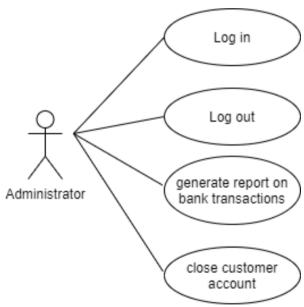
Group: 30434-1 Author: Chereji Iulia

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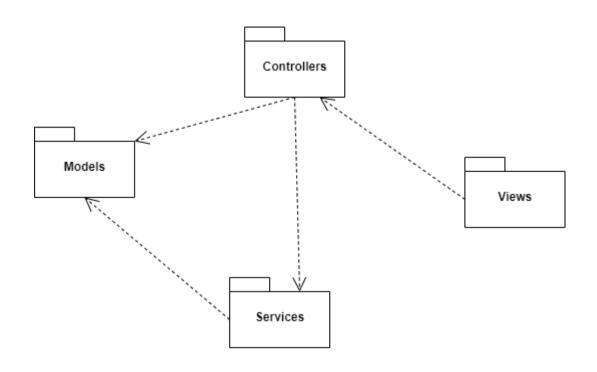
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1. Use Case Diagram

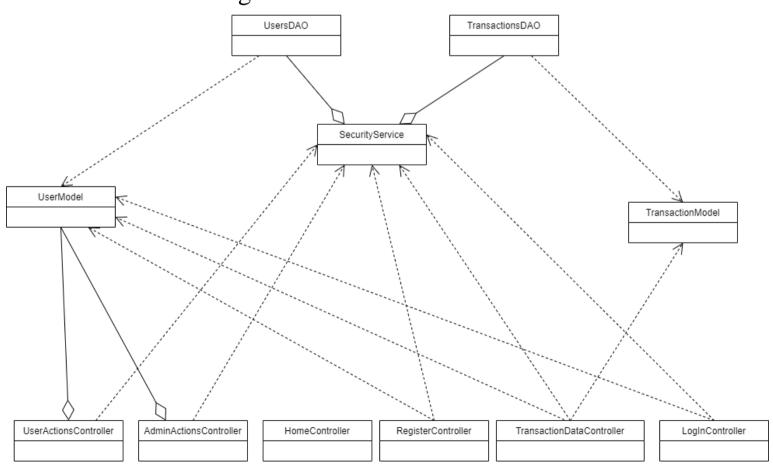


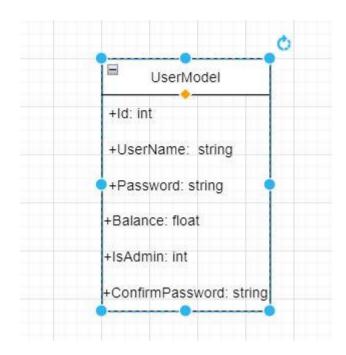


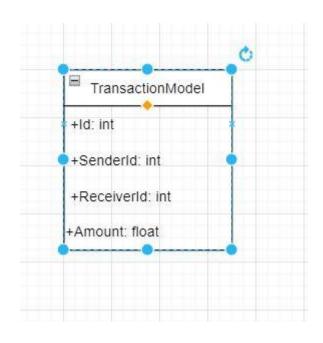
2. Package Diagram

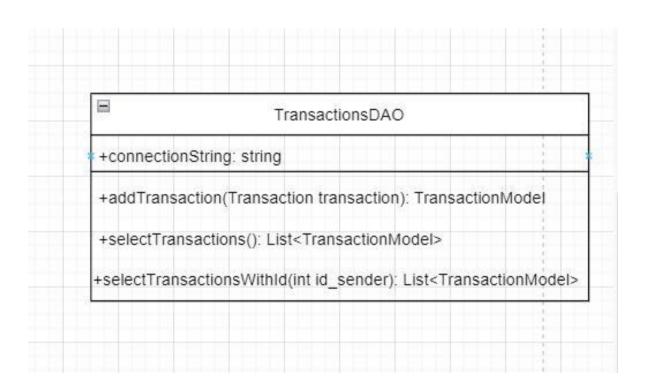


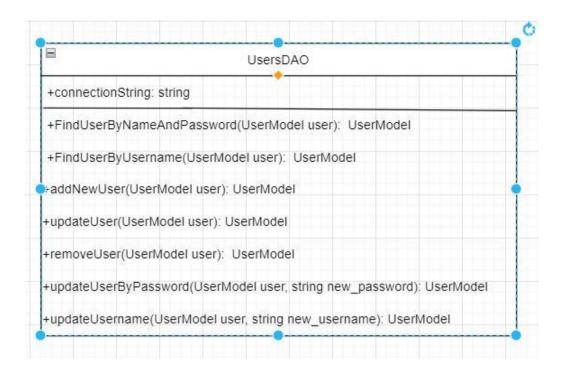
3. Class Diagram











	AdminActionsController	
+User: UserMo	odel	
+closeAccount	ResultMessage: string	
+Index(UserMo	odel user): IActionResult	
+Index2(string)	name): IActionResult	
+GenerateTran	sactionsReport(UserModel currentUser)	
+CloseAccount	(string user, UserModel currentUser): IActi	onResult

	LogInController
+logInRe	sult: string
+Index():	IActionResult
+Process	Login(UserModel userModel): IActionResult

+_lc	gger: I	Loggei	r <hom< th=""><th>eContr</th><th>oller</th></hom<>	eContr	oller
+Inc	lex(stri	ng nan	ne): IA	ctionRe	sult
+Eri	ror(): IA	ctionR	esult		

Security Service

+usersDAO : UsersDAO

+transactionsDAO : TransactionsDAO

<<create>>+SecurityService()

+IsValid(user : UserModel) : ÜserModel

+IsValidRegister(user: UserModel): UserModel +IsValidUsername(user: UserModel): UserModel +UpdateUser(user: UserModel): UserModel

+addTransaction(transaction: TransactionModel): TransactionModel

+selectTransactions(): List<TransactionModel> +getAllTransactions(): List<TransactionModel> +selectTransactionsWithId(): List<TransactionModel>

+removeUser(user : UserModel) : UserModel

+updateUserByPassword(user : UserModel, new_password : string) : UserModel +updateUsername(user : UserModel, new_username : string) : UserModel

RegisterController

-registerResult : string

+Index(): IActionResult

+ProcessRegister(userModel : UserModel) : IActionResult

TransactionDataController

+AllTransactions(currentUser: UserModel): IActionResult +UserTransactions(currentUser: UserModel): IActionResult

UserActionsController

+User : UserModel

-transferResultMessage : string

-changeUsernameResultMessage : string -changePasswordResultMessage : string

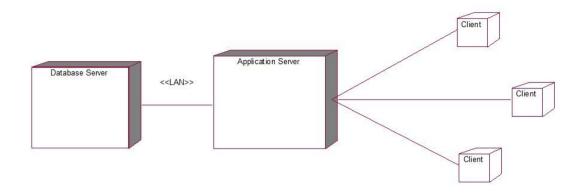
+Index(user : UserModel) : IActionResult

+TransferMoney(usernameTransfer: string, amountTransfer: string, currentUser: UserModel): IActionResult

+UpdateUserByPassword(new_password : string, old_password : string, currentUser : UserModel) : IActionResult

+UpdateUsername(new_username : string, currentUser : UserModel) : IActionResult

4. Deployment Diagram



5. Database tables

5.1. Transactions table

	Name	Data Type
πο	ld	int
	Senderld	int
	ReceiverId	int
	Amount	float

5.2. Users table

	Name	Data Type
π0	ld	int
	UserName	nchar(40)
	Password	nchar(40)
	Ballance	float
	IsAdmin	int

6. Code

6.1. UsersDAO class

```
private string connectionString = @"Data Source=(localdb)\MSSOLLocalDB;Initial Catalog=D:\FACULTATE\AN3SI
public UserModel FindUserByNameAndPassword(UserModel user)
    string sqlStatement = "SELECT * FROM dbo.Users WHERE UserName=@username AND Password=@password";
    using (SqlConnection connection = new SqlConnection(connectionString))
         SqlCommand command = new SqlCommand(sqlStatement, connection);
command.Parameters.Add("@username", System.Data.SqlDbType.VarChar, 40).Value = user.UserName;
command.Parameters.Add("@password", System.Data.SqlDbType.VarChar, 40).Value = user.Password;
               connection.Open();
              SqlDataReader reader = command.ExecuteReader():
               if (reader.HasRows)
                    //success = true:
                    UserModel userToReturn = new UserModel();
                    while (reader.Read())
                        userToReturn.Id = Convert.ToInt32(reader["Id"]);
                        userToReturn.UserName = user.UserName;
userToReturn.Password = user.Password;
                        userToReturn.Ballance = (float)Convert.ToDouble(reader["Ballance"]);
                        userToReturn.IsAdmin = Convert.ToInt32(reader["IsAdmin"]);
                   return userToReturn;
          catch (Exception e)
              Console.WriteLine(e.Message);
    //return success:
    return null:
public UserModel FindUserByUsername(UserModel user)
{//used when a user wants to update it's userna
 //used when a user wants to transfer money, to check if the inserted username exists
    string sqlStatement = "SELECT * FROM dbo.Users WHERE UserName=@username";
    using (SqlConnection connection = new SqlConnection(connectionString))
          SqlCommand command = new SqlCommand(sqlStatement, connection);
         int usrLength = user.UserName.Length;
command.Parameters.Add("@username", System.Data.SqlDbType.VarChar, usrLength).Value = user.UserName;
              connection.Open();
              SqlDataReader reader = command.ExecuteReader();
string comm = command.CommandText;
              if (reader.HasRows)
                  UserModel userToReturn = new UserModel();
                   while (reader.Read())
                       userToReturn.Id = Convert.ToInt32(reader["Id"]);
                       userToReturn.UserName = user.UserName;
userToReturn.Password = Convert.ToString(reader["Password"]);
                       string pass = userToReturn.Password;
                       userToReturn.Password = (string)reader["Password"];
                       pass = userToReturn.Password;
                       pass = userronecturn.rassworu;
userronecturn.Ballance = (float)Convert.ToDouble(reader["Ballance"]);
userToReturn.IsAdmin = Convert.ToInt32(reader["IsAdmin"]);
                   return userToReturn:
         catch (Exception e)
              Console.WriteLine(e.Message);
    //return success;
```

```
public UserModel addNewUser(UserModel user)
{ //used for register
    UserModel myUser = FindUserByUsername(user);
     if (myUser != null)
    { //already exists
         return null;
     string sqlStatement = "insert into dbo.Users (UserName, Password, Ballance, IsAdmin) values (@username, @password, 0, 0)";
    using (SalConnection connection = new SalConnection(connectionString))
          SqlCommand command = new SqlCommand(sqlStatement, connection);
          int usrL = user.UserName.Length;
          int pasL = user.Password.Length;
         command.Parameters.Add("@username", System.Data.SqlDbType.VarChar, usrL).Value = user.UserName; command.Parameters.Add("@password", System.Data.SqlDbType.VarChar, pasL).Value = user.Password;
               connection.Open();
               command.ExecuteNonQuery();
               return FindUserByNameAndPassword(user);
          catch (Exception e)
              Console.WriteLine(e.Message);
     //return success:
    return null;
  public UserModel updateUser(UserModel user)
  {//used to update the user after the transfer is successful
      UserNodel myUser = FindUserByUsername(user);
if (myUser == null)
{ //didn't find
return null;
       ,
string salStatement = "uodate dbo.Users set UserName = @username. Password = @password. Ballance = @ballance. IsAdmin = @isadmin where Id = @id":
       using (SqlConnection connection = new SqlConnection(connectionString))
           SqlCommand command = new SqlCommand(sqlStatement, connection);
          command.Parameters.Add("@username", System.Data.SqlDbType.VarChar, 40).Value = user.UserName; command.Parameters.Add("@password", System.Data.SqlDbType.VarChar, 40).Value = user.Password; command.Parameters.Add("@ballance", System.Data.SqlDbType.Float).Value = user.Ballance; command.Parameters.Add("@isadmin", System.Data.SqlDbType.Int).Value = user.IsAdmin; command.Parameters.Add("@id", System.Data.SqlDbType.Int).Value = user.Id; string comm = command.CommandText;
               connection.Open();
command.ExecuteNonQuery();
return FindUserByNameAndPassword(user);
            catch (Exception e)
              Console.WriteLine(e.Message);
      return null;
  public UserModel removeUser(UserModel user)
  {//when an admin delets an user
       UserModel myUser = FindUserByUsername(user);
       if (myUser == null)
       { //didn't find
             return null;
       string sqlStatement = "DELETE FROM dbo.Users WHERE UserName = @username";
       using (SqlConnection connection = new SqlConnection(connectionString))
             SqlCommand command = new SqlCommand(sqlStatement, connection);
             command.Parameters.Add("@username", System.Data.SqlDbType.VarChar, 40).Value = user.UserName;
             string comm = command.CommandText;
             try
             {
                   connection.Open();
                   command.ExecuteNonQuery();
                   return FindUserByNameAndPassword(user);
             catch (Exception e)
                   Console.WriteLine(e.Message);
        return null:
```

```
public UserModel updateUserByPassword(UserModel user, string new password)
{//update user's password
   UserModel myUser = FindUserByUsername(user);
   if (myUser == null)
   { //didn't find
        return null;
    }
   string sqlStatement = "update dbo.Users set Password = @password where Id = @id";
   using (SqlConnection connection = new SqlConnection(connectionString))
        SqlCommand command = new SqlCommand(sqlStatement, connection);
        command.Parameters.Add("@password", System.Data.SqlDbType.VarChar, 40).Value = new_password;
        command.Parameters.Add("@id", System.Data.SqlDbType.Int).Value = user.Id;
        string comm = command.CommandText;
            connection.Open();
            command.ExecuteNonQuery();
            myUser = FindUserByUsername(user);
            myUser.Password = new_password;
            return myUser;
        catch (Exception e)
            Console.WriteLine(e.Message);
    }
   return null;
public UserModel updateUsername(UserModel user, string new_username)
{//update user's username
    UserModel myUser = FindUserByUsername(user);
    if (myUser == null)
    { //didn't find
        return null;
    string sqlStatement = "update dbo.Users set UserName = @username where Id = @id";
    using (SqlConnection connection = new SqlConnection(connectionString))
        SqlCommand command = new SqlCommand(sqlStatement, connection);
        command.Parameters.Add("@username", System.Data.SqlDbType.VarChar, 40).Value = new_username;
        command.Parameters.Add("@id", System.Data.SqlDbType.Int).Value = user.Id;
        string comm = command.CommandText;
        trv
            connection.Open();
            command.ExecuteNonQuery();
            user.UserName = new_username;
            return FindUserByNameAndPassword(user);
        catch (Exception e)
            Console.WriteLine(e.Message);
    return null;
```

6.2. UserActionsController class

public class UserActionsController : Controller

```
public Models.UserModel User { get; set; }
               private string transferResultMessage = "";
               private string changeUsernameResultMessage = "";
               private string changePasswordResultMessage = "";
               [HttpGet]
               public IActionResult Index(UserModel user)
                   User = user;
                   ViewBag.TransferResultMessage = transferResultMessage;
                   ViewBag.ChangeUsernameResultMessage = changeUsernameResultMessage;
                   ViewBag.ChangePasswordResultMessage = changePasswordResultMessage;
                   return View("UserPage", User);
[HttpPost]
public IActionResult TransferMoney(string usernameTransfer, string amountTransfer, UserModel currentUser)
   User = currentUser;
   SecurityService securityService = new SecurityService();
   UserModel myUser = new UserModel();
   myUser.UserName = usernameTransfer;
   myUser = securityService.IsValidUsername(myUser);
   if (myUser != null)
       //ok
       try
           float sum = (float)Convert.ToDouble(amountTransfer);
           if (sum <= 0)
               transferResultMessage = "Please specify a valid amount!";
               return Index(User);
           if (sum<= User.Ballance)
               TransactionModel transaction = new TransactionModel();
               transaction.SenderId = User.Id;
               transaction.ReceiverId = myUser.Id;
               transaction.Amount = sum;
               securityService.addTransaction(transaction);
               User.Ballance = User.Ballance - sum;
               securityService.UpdateUser(User);
               myUser.Ballance = myUser.Ballance + sum;
               securityService.UpdateUser(myUser);
               transferResultMessage = "Transfer completed successfully!";
               return Index(User);
          else
          {
               transferResultMessage = "Insufficient funds!";
               return Index(User);
      catch
      {
          transferResultMessage = "Amount is not a valid number!";
          return Index(User);
  }
  else
  {
      transferResultMessage = "Username does not exist!";
      return Index(User);
```

```
[HttpPost]
public IActionResult UpdateUserByPassword(string new_password, string old_password, UserModel currentUser)
   User = currentUser;
   SecurityService securityService = new SecurityService();
   if(old_password==null || old_password == "")
       changePasswordResultMessage = "Old password required";
       return Index(User);
   if (new password == null || new password == "")
       changePasswordResultMessage = "New password required";
       return Index(User);
   if (String.Equals(old_password, User.Password))
       User= securityService.updateUserByPassword(User, new_password);
       changePasswordResultMessage = "Password updated successfully";
       return Index(User):
   else changePasswordResultMessage = "Incorrect old password";
   return Index(User);
   [HttpPost]
    public IActionResult UpdateUsername(string new_username, UserModel currentUser)
        User = currentUser;
        SecurityService securityService = new SecurityService();
        if(new_username == null || new_username == "")
            changeUsernameResultMessage = "Required";
            return Index(User);
        UserModel existingUser = new UserModel();
        existingUser.UserName = new_username;
        existingUser = securityService.IsValidUsername(existingUser);
        if (existingUser != null)
        {
            changeUsernameResultMessage = "Username already exists";
            return Index(User);
        }
        User=securityService.updateUsername(User, new username);
        if (User == null)
```

{

changeUsernameResultMessage = "Error";

changeUsernameResultMessage = "Username updates successfully";

return Index(User);

return Index(User);

6.3. HomeController class

```
public class HomeController : Controller

{
    private readonly ILogger<HomeController> _logger;

    Oreferences
    public HomeController(ILogger<HomeController> logger)
    {
        _logger = logger;
    }
    [HttpGet]
    Oreferences
    public IActionResult Index(string name)
    {
            ViewBag.usrName = name;
            return View();
        }
        [ResponseCache(Duration = 0, Location = ResponseCacheLocation.None, NoStore = true)]
        Oreferences
    public IActionResult Error()
        {
            return View(new ErrorViewModel { RequestId = Activity.Current?.Id ?? HttpContext.TraceIdentifier });
        }
}
```

6.4. LogInController class

```
public class LogInController : Controller
    private string logInResult = "";
    public IActionResult Index()
       ViewBag.LogInResult = logInResult;
       return View("LogInPage");
   public IActionResult ProcessLogin(UserModel userModel)
        SecurityService securityService = new SecurityService();
       UserModel myUser = securityService.IsValid(userModel);
        if (myUser!=null)
            if (myUser.IsAdmin == 0)
            {
               UserActionsController userActionsController = new UserActionsController();
               return userActionsController.Index(myUser);
           else {
               AdminActionsController adminActionsController = new AdminActionsController();
               return adminActionsController.Index(myUser);
       else
            logInResult = "Failed to log in";
           return Index();
```

6.5. UserModel class

```
public class UserModel

{
    10 references
    public int Id { get; set; }
    [Required(ErrorMessage ="This field is required")]
    30 references
    public string UserName { get; set; }
    [Required(ErrorMessage = "This field is required")]
    18 references
    public string Password { get; set; }
    10 references
    public float Ballance { get; set; }
    5 references
    public int IsAdmin { get; set; }
    [Required(ErrorMessage = "This field is required")]
    [Compare("Password")]
    3 references
    public string ConfirmPassword { get; set; }
```

6.6. SecurityService class

```
public class SecurityService
    UsersDAO usersDAO = new UsersDAO();
    TransactionsDAO transactionsDAO = new TransactionsDAO();
    public SecurityService()
    {
    public UserModel IsValid(UserModel user)
    { //used for log in
       return usersDAO.FindUserByNameAndPassword(user);
    public UserModel IsValidRegister(UserModel user)
    { //used for register
       return usersDAO.addNewUser(user);
    }
   4 references
    public UserModel IsValidUsername(UserModel user)
    { //used when a user wants to update it's username
     //used when a user wants to transfer money, to check if the inserted username exists
       return usersDAO.FindUserByUsername(user);
    public UserModel UpdateUser(UserModel user)
    { //used to update the user after the transfer is successful
        return usersDAO.updateUser(user);
```

```
public TransactionModel addTransaction(TransactionModel transaction)
{ //adds a new transaction to the database
    return transactionsDAO.addTransaction(transaction);
1 reference
public List<TransactionModel> selectTransactions()
{ //gets all transactions from the database
    return transactionsDAO.selectTransactions();
public List<TransactionModel> selectTransactionsWithId(int id_user)
{ //gets all transactions for a user
    return transactionsDAO.selectTransactionsWithId(id user);
1 reference
public UserModel removeUser(UserModel user)
{ //when an admin delets an user
    return usersDAO.removeUser(user);
}
public UserModel updateUserByPassword(UserModel user, string new_password)
{ //update user's password
    return usersDAO.updateUserByPassword(user, new_password);
1 reference
public UserModel updateUsername(UserModel user, string new_username)
{//update user's username
    return usersDAO.updateUsername(user, new_username);
}
```

6.7. LogInPage page

```
@model SE_Bank.Models.UserModel
     ViewBag.usrName = null;
 <h4>Please log in</h4>
⊡<div class="row"
      <div class="col-md-4">
          <form asp-action="ProcessLogin">
               <div asp-validation-summary="ModelOnly" class="text-danger"></div>
               <div class="form-group">
                   <label asp-for="UserName" class="control-label"></label>
<input asp-for="UserName" class="form-control" />
                   <span asp-validation-for="UserName" class="text-danger"></span>
               </div>
               <div class="form-group">
                   <label asp-for="Password" class="control-label"></label>
<input asp-for="Password" class="form-control" type="password" />
                   <span asp-validation-for="Password" class="text-danger"></span>
               </div>
               <div>
                   @ViewBag.LogInResult
               </div>
               <div class="form-group">
                   <input type="submit" value="Log in" class="btn btn-primary" />
               </div>
          </form>
      </div>
 </div>
-<div>
      <a asp-controller="Register" asp-action="Index">Not registered yet? Join here</a>
</div>
 @section Scripts {
     @{await Html.RenderPartialAsync(" ValidationScriptsPartial");}
```

6.8. Index page (Home)

```
ViewData["Title"] = "Home Page";
}

cp style="font-size:300%;">Welcome to our bank!
```

```
SE Bank is a full service commercial bank providing personal banking services.

Our promise to you? To treat you like a neighbor by providing friendly personal service that meets your individual banking needs. Start banking today.
```

6.9. UserTransactions page

</div>

```
@model IEnumerable<SE_Bank.Models.TransactionModel>
@*
    For more information on enabling MVC for empty projects, visit http
#@

ViewData["Title"] = "Display Data";
    ViewBag.usrName = ((UserModel)(ViewData["currentUser"])).UserName;
    string[] TableHeaders = new string[] {"Id"
    ,"SenderId"
    ,"ReceiverId"
    ,"Amount"};
}
```

```
⊟<div class="table">
    <thead>
          foreach (var head in TableHeaders)
                    <mark>@</mark>head
                    </thead>
       @{
              if (Model != null)
                foreach (var Data in Model)
                      @Data.Id
                      @Data.SenderId
                      @Data.ReceiverId
                      @Data.Amount
       </div>
∃<div style="position:absolute">
    @using (Html.BeginForm("Index", "AdminActions", ViewData["currentUser"]))
       <input type="submit" value="Back" class="btn btn-primary"/>
    }
```

6.10. UserPage page

```
@model SE Bank.Models.UserModel
     ViewBag.usrName = Model.UserName;
}
∃<div>
     <h4>Welcome</h4>
     <hr />
     <dl class="row">
         <dt class="col-sm-2">
            @Html.DisplayNameFor(model => model.UserName)
         </dt>
         <dd class="col-sm-10">
            @Html.DisplayFor(model => model.UserName)
         </dd>
         <dt class="col-sm-2">
            Balance
         ¿/dts
         <dd class="col-sm-10">
            @Html.DisplayFor(model => model.Ballance)
            <!--@Model.Ballance -->
         </dd>
     </dl>
 </div>
≒<div style="position:absolute">
    Qusing (Html.BeginForm("TransferMoney", "UserActions", Model))
         <input type="text" name="usernameTransfer" placeholder="Enter the user name " />
         <input type="text" name="amountTransfer" placeholder="Enter the sum of money" />
         <input type="submit" value="Transfer money" class="btn btn-primary" />
    }
</div>
∃≺div>
     @ViewBag.TransferResultMessage
 </div>
∃<div style="position:absolute">
     @using (Html.BeginForm("UserTransactions", "TransactionData", Model))
          <input type="submit" value="See transactions history" class="btn btn-primary" />
 </div>
=<div style="position:absolute">
     @using (Html.BeginForm("UpdateUserByPassword", "UserActions", Model))
          <input type="password" name="new_password" placeholder="New Password" />
         <input type="password" name="old_password" placeholder="0ld Password" />
          <input type="submit" value="Change Password" class="btn btn-primary"/>
 </div>
-
<div>
     @ViewBag.ChangePasswordResultMessage
</div>
=<div style="position:absolute">
      @using (Html.BeginForm("UpdateUsername", "UserActions", Model))
          <input type="text" name="new_username" placeholder="New Username" />
          <input type="submit" value="Change Username" class="btn btn-primary" />
  </div>
 _ <div>
      @ViewBag.ChangeUsernameResultMessage
  </div>
```

6.11. Layout page

```
<nav class="navbar navbar-expand-sm navbar-toggleable-sm navbar-light bg-white border-bottom box-shadow mb-3">
      <div class="container">
         <a class="navbar-brand" asp-area="" asp-controller="Home" asp-action="Index">SE Bank</a>
         <span class="navbar-toggler-icon"></span>
         </button>
         <div class="navbar-collapse collapse d-sm-inline-flex flex-sm-row-reverse">
            <a class="nav-link text-dark" asp-area="" asp-controller="Home" asp-action="Index" asp-route-name=@ViewBag.usrName>Home</a>
               <a class="nav-link text-dark" asp-area="" asp-controller="LogIn" asp-action="Index">@loginOut</a>
               class="nav-item">
                  <a class="nav-link text-dark" asp-area="" asp-controller="AdminActions" asp-action="Index2" asp-route-name=eviewBag.usrName>eviewBag.usrName</a>
               </div>
      </div>
   </nav>
</header>
<div class="container">
   <main role="main" class="pb-3">
     @RenderBody()
   </main>
</div>
```

7. References

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- us/dotnet/api/system.windows.forms.button?view=windowsdesktop-6.0
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