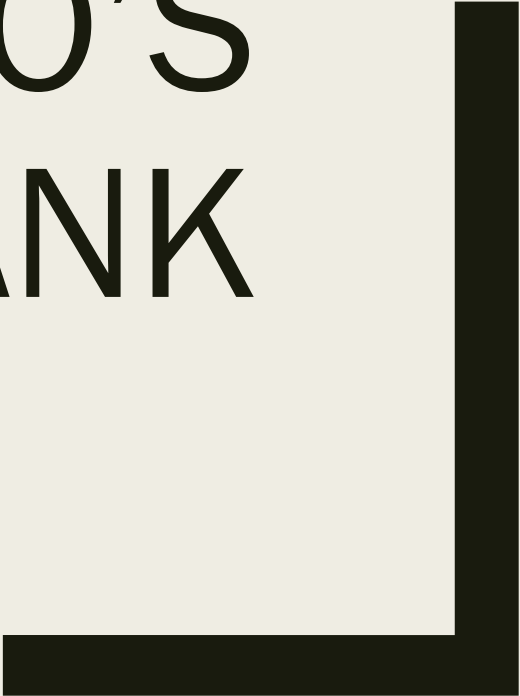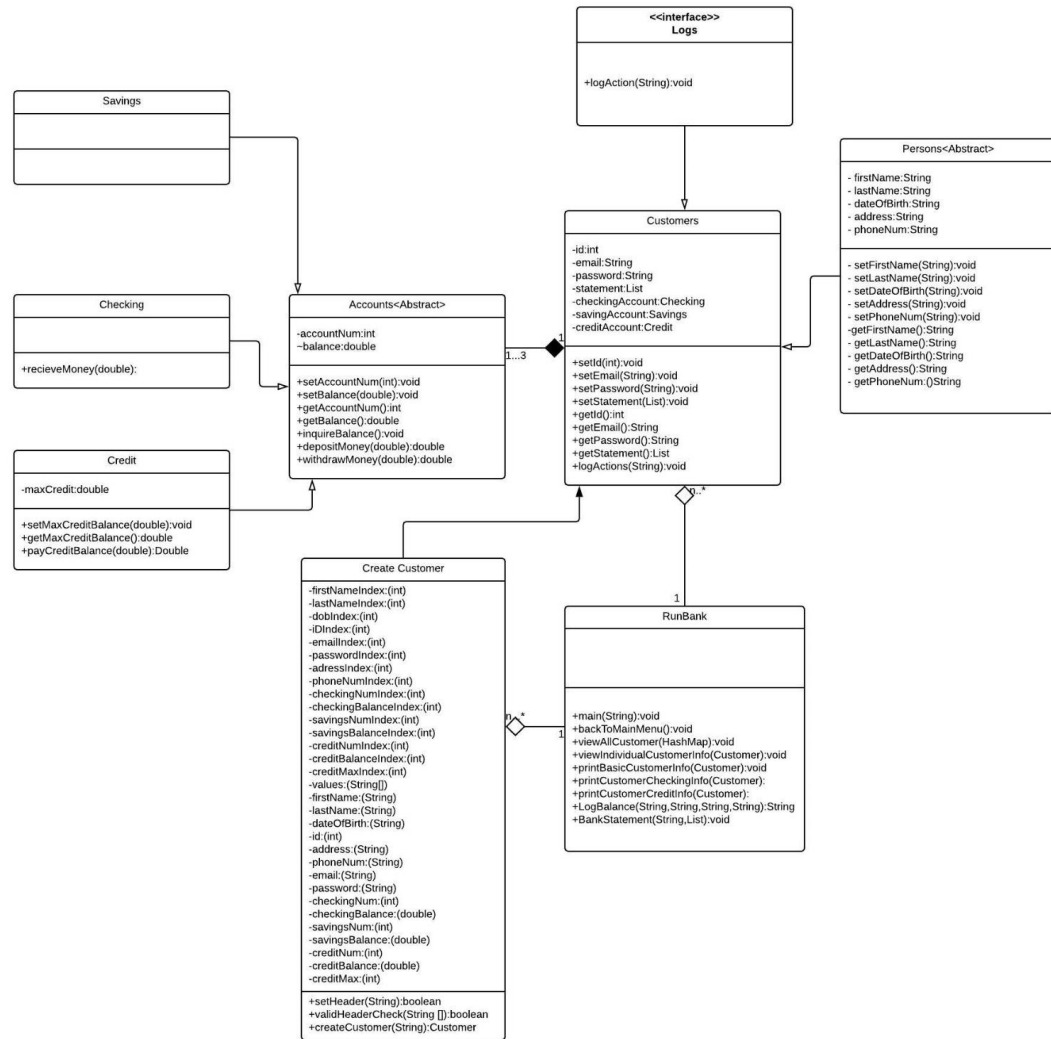# EL PASO'S BEST BANK

Team Members:
Joshua Ramos
Bryant Allsup

UML Class Diagram

How did I use Object-Oriented Programming?

- In this program, we broke down the program into different objects.
    - *By doing so, it allowed us to resemble the real world, and allowed for future extension.*
    - *Abstract classes were used to create different variations of the same type of object.*
    - *An interface was used for the logger. This allowed us to implement the functionality however and whenever it was needed.*
- We used Singleton and Template design patterns.
    - *Accounts, Persons, RunBank*

UML Use Case Diagram
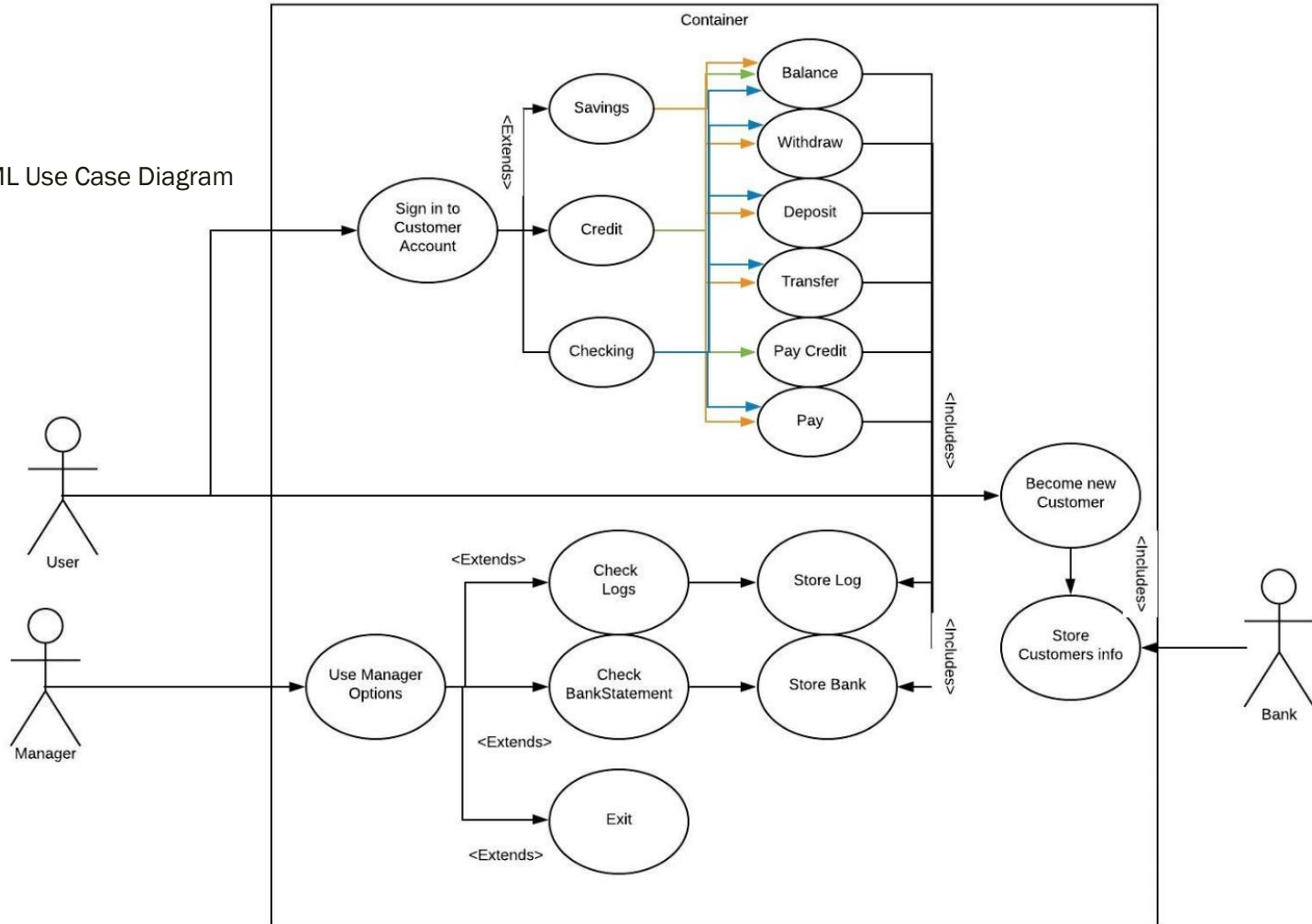
Use Case Scenario #1

Name:Transfer
Actors:User
Trigger:None
Pre-Condition:None
Flow:

      Customer Logs in.
      Customer selects checking.
      Customer selects 4 in options.(Transfer)
      Customer sends money to Savings.
      Transfer logged.
      Transfer Saved to Statement.
      Sends to beginning of simulation.

Use Case Scenario #2

Name:BankStatement
Actors:Manager
Trigger:None
Pre-Condition:None
Flow:

      Manager signs in.

      Manager presses 1(View individual Statement).

    Manager enters first name.

      Manager enters last name.

      Saved to logs.

      Return to the beginning of simulation.

Use Case Scenario #3

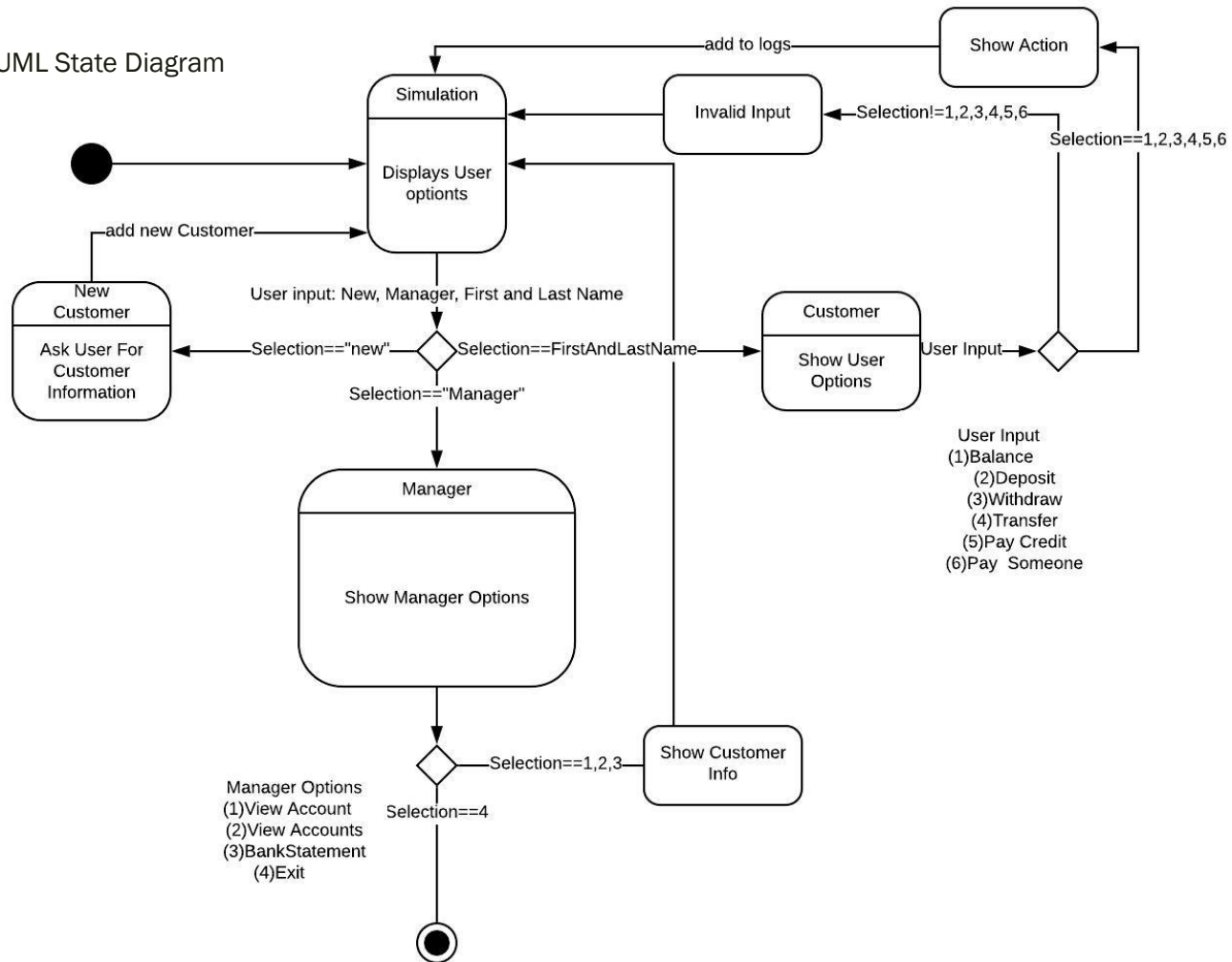Name:New User

Actors:User

Trigger:None

Pre-Condition:None

Flow:

        Customer enters new

        Customer enters information

        Returns to the beginning of the simulation

UML State Diagram

Javadoc

Reflections

- What did we learn with the bank assignments?
- We learned the importance of delegation

- How did we grow as a student?
- We grew by learning to split the work instead of trying to have our own way.

- How did we break up the problem to complete this task?
- One of us focused on the code and refining it, while the other focused on Diagrams and Scenarios.
- If we ever got stuck that's when the other would go in and assist or handle a certain situation.

References (If applicable):

Jia, Xiaoping. Object-oriented Software Development Using Java: Principles, Patterns, and Frameworks. Boston: Pearson Education, 2003. Print.

Java™ Platform, Standard Edition 8 API Specification

Retrieved from: https://docs.oracle.com/javase/8/docs/api/