프로젝트명:은행고객들의계좌관리프로그램

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도메인 클래스 (1)

```
public class Account {
 3
           private String accountId;
           private Customer customer;
           private double balance;
6
 7
           public Account(String accountId, Customer customer, double balance) {
               this.accountId = accountId;
9
               this.customer = customer;
10
               this.balance = balance;
11
12
13
           public String getAccountId() {
14
               return accountId;
15
16
17
           public Customer getCustomer() { return customer; }
18
21
           public double getBalance() { return balance; }
22
25
           public void deposit(double amount) { balance += amount; }
26
29
```

도메인 클래스 (2)

```
public class Customer {
           private String customerId;
           private String name;
           public Customer(String customerId, String name) {
               this.customerId = customerId;
               this.name = name;
 9
10
           public String getCustomerId() {
11
               return customerId;
12
13
14
           public String getName() {
15
               return name;
16
17
18
           @Override
19
20 © ~
           public String toString() {
               return "Customer{" +
21
                       "customerId='" + customerId + '\'' +
22
                       ", name='" + name + '\'' +
23
                       '}';
24
25
```

인터페이스 클래스

```
package com.team.sec01;
      public interface AccountManagement {
3 L
4 L
          void addAccount(Account account);
5 Q
          void printAllAccounts();
6 Q
          Account findAccountById(String accountId);
          void deposit(String accountId, double amount);
7 Q
8 U
          void withdraw(String accountId, double amount);
```

실행 클래스

```
public class BankManagementSystem implements AccountManagement {
 5 >
        private ArrayList<Account> accounts;
           private ArrayList<Customer> customers;
 8
           public BankManagementSystem() {
 9
               accounts = new ArrayList<>();
10
               customers = new ArrayList<>();
11
12
13
14
           @Override
15 🛈 🗸
           public void addAccount(Account account) {
               accounts.add(account);
16
17
18
           @Override
19
20 🗘 🗸
           public void printAllAccounts() {
               for (Account account : accounts) {
21
                   System.out.println(account);
22
23
24
25
```

```
@Override
36
37 🛈 🗸
           public void deposit(String accountId, double amount) {
                                                                     58
              Account account = findAccountById(accountId);
38
                                                                     59
              if (account != null) {
39
                                                                     60
                  account.deposit(amount);
40
                  System.out.println("입금 완료");
41
              } else {
42
                  System.out.println("해당 계좌를 찾을 수 없습니다.");
43
44
45
46
           @Override
47
48 🗘 🗸
           public void withdraw(String accountId, double amount) {
              Account account = findAccountById(accountId);
49
              if (account != null) {
50
                  account.withdraw(amount);
51
                  System.out.println("출금 완료");
52
              } else {
53
                  System.out.println("해당 계좌를 찾을 수 없습니다.");
54
55
56
57
```

```
public void addCustomer(Customer customer) {
    customers.add(customer);
}
```

- 메인 메소드

```
62 > V
           public static void main(String[] args) {
               BankManagementSystem bank = new BankManagementSystem();
63
               Scanner scanner = new Scanner(System.in);
64
65
              while (true) {
66
                  System.out.println("1. 계좌 생성");
67
                  System.out.println("2. 모든 계좌 출력");
68
                  System.out.println("3. 계좌 입금");
69
                  System.out.println("4. 계좌 출금");
70
                  System.out.println("5. 종료");
71
                  System.out.print("선택: ");
72
                  int choice = scanner.nextInt();
73
                   scanner.nextLine(); // 버퍼 비우기
74
```

```
switch (choice) {
            case 1:
77
                System.out.print("고객 ID: ");
78
                String customerId = scanner.nextLine();
79
                System.out.print("고객 이름: ");
80
                String customerName = scanner.nextLine();
81
                bank.addCustomer(new Customer(customerId, customerName));
82
83
                System.out.print("계좌 번호: ");
84
                String accountId = scanner.nextLine();
85
                System.out.print("잔액: ");
86
                double balance = scanner.nextDouble();
87
                bank.addAccount(new Account(accountId, new Customer(customerId, customerName), balance));
88
                break;
89
90
            case 2:
                bank.printAllAccounts();
91
92
                break;
93
            case 3:
                System.out.print("입금할 계좌 번호: ");
94
                String depositAccountId = scanner.nextLine();
95
                System.out.print("입금할 금액: ");
96
                double depositAmount = scanner.nextDouble();
97
                bank.deposit(depositAccountId, depositAmount);
98
                break;
99
```

```
case 4:
100
                System.out.print("출금할 계좌 번호: ");
101
                String withdrawAccountId = scanner.nextLine();
102
                System.out.print("출금할 금액: ");
103
                 double withdrawAmount = scanner.nextDouble();
104
                bank.withdraw(withdrawAccountId, withdrawAmount);
105
                break;
106
107
             case 5:
                System.out.println("프로그램을 종료합니다.");
108
                System.exit( status: 0);
109
                break;
110
             default:
111
                System.out.println("잘못된 선택입니다. 다시 선택해주세요.");
112
         }
113
114
```