**Group 2:-**

Issa Negassa

Zeelalem

Neha Bansal

**List of Deliverables**

**i. UML**

**a. UML Class Diagram**

1. Common framework class diagram

2. Banking application class diagram

3. Credit card application class diagram

**b. UML Sequence Diagram**

1. Add a personal saving account

2. Deposit money to saving account

3. Add interest to all bank accounts.

4. Withdraw money from checking account

5. Add a company account.

**ii.** Description **of patterns used (Can be seen in UML Class diagram)**

1. Factory Pattern

We used this pattern for creating accounts , customers and transactions which are the products in our domain.

2. Account Pattern

All the transaction related to an account are stored as Entry object in the entryList. This pattern can be reuse by the related apps.

3. Party Pattern

We used this pattern to generalize all the customer’s in a same generalization i.e ICustomer.

4. Facade

We used this pattern to hide the logic of processing of commands. Created specific service facades which deals with specific types of requests.

8. Template

We have used template pattern by creating a template method execute() in Transaction abstract class which depends on subclasses to implement some steps of execute() algorithm.

9. Iterator

We have used this to iterate through all the accounts and add interest.

**iii**. **GUI Refactoring:-**

Refactored the GUI by using VOD principle.

**iv. Dependency Injection:-** We have used Spring to provide the dependency injection by decoupling dependencies between high level and low level classes.