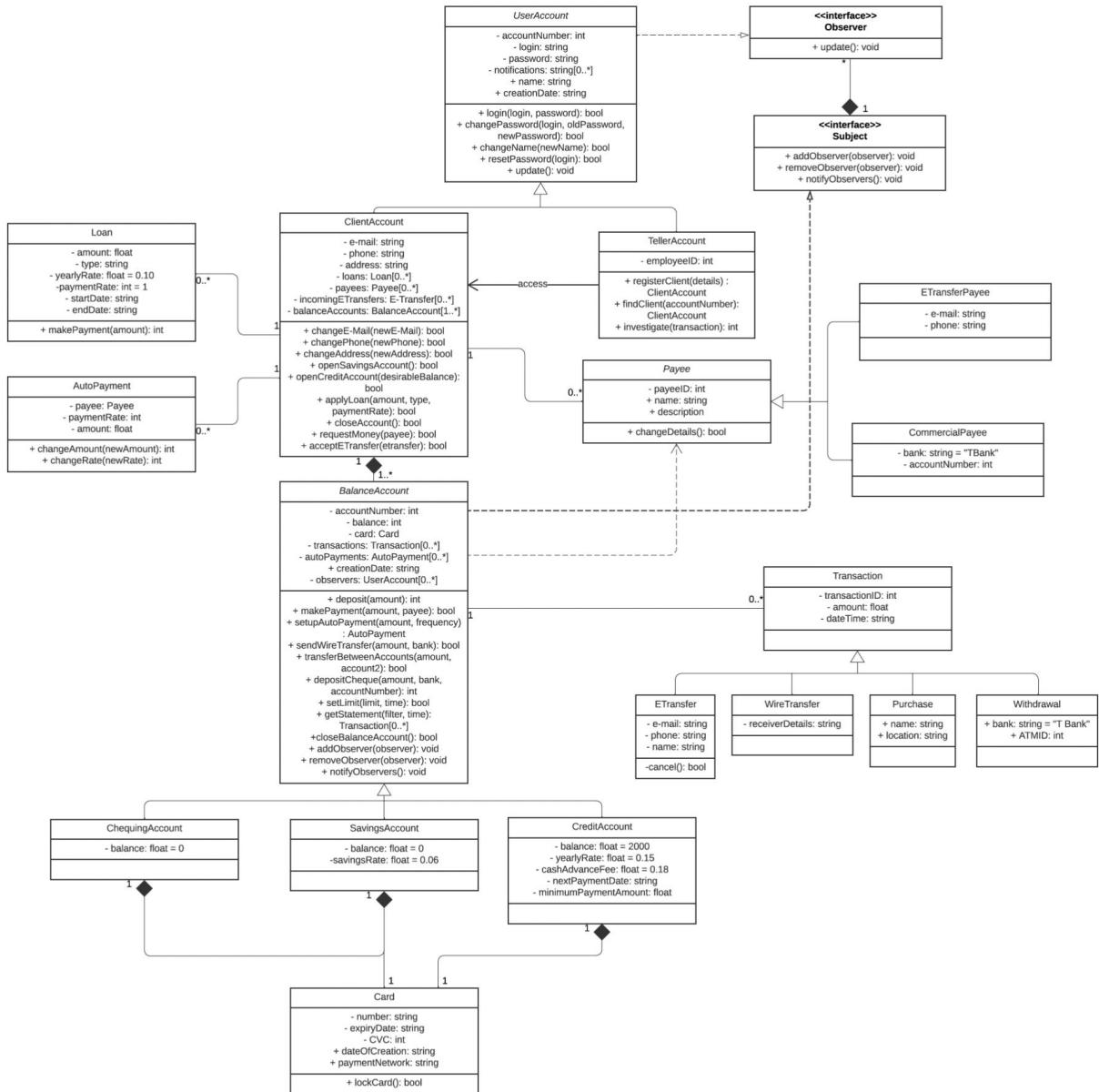


System Design Phase

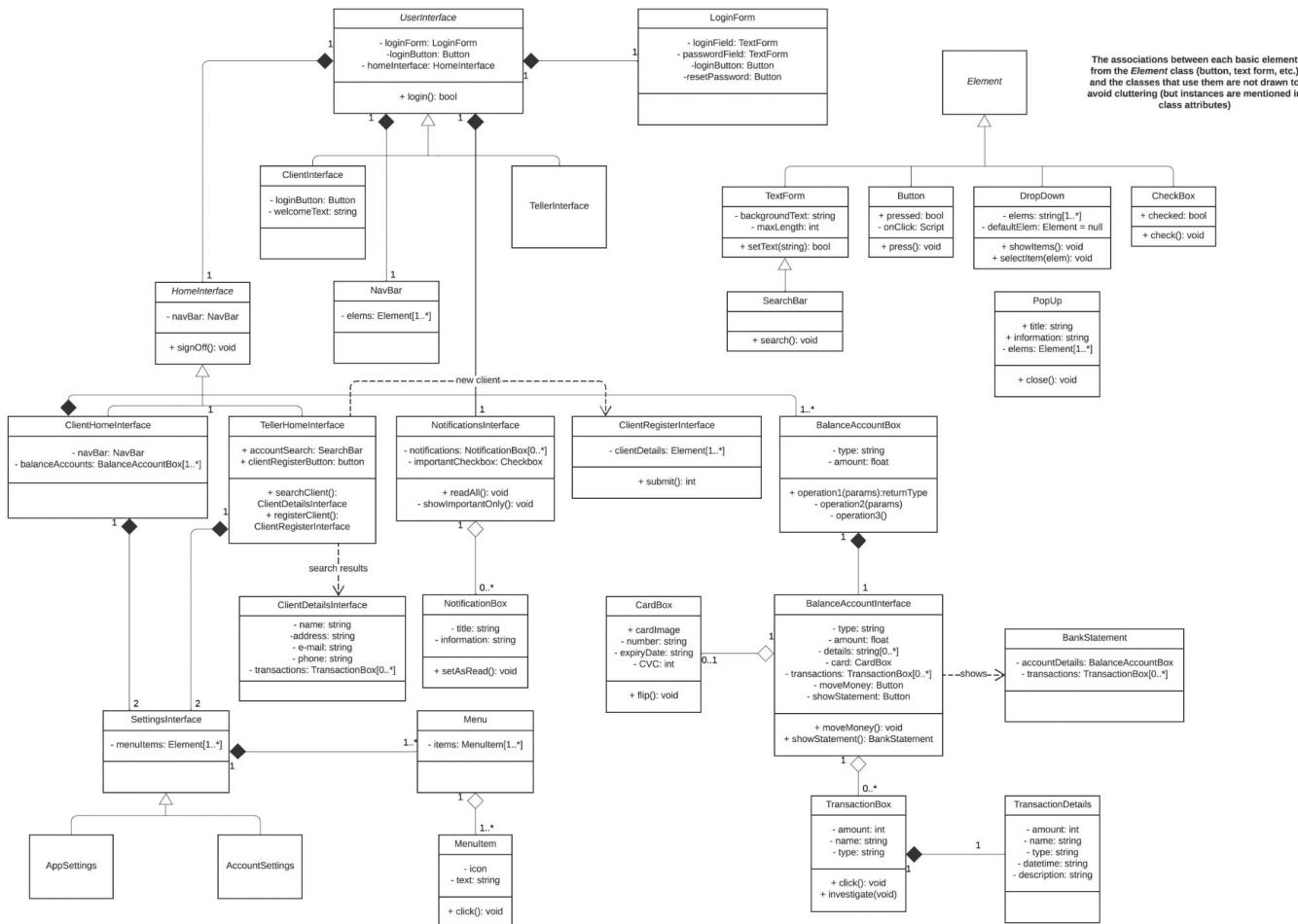
Class Diagrams:

UML Class Diagram



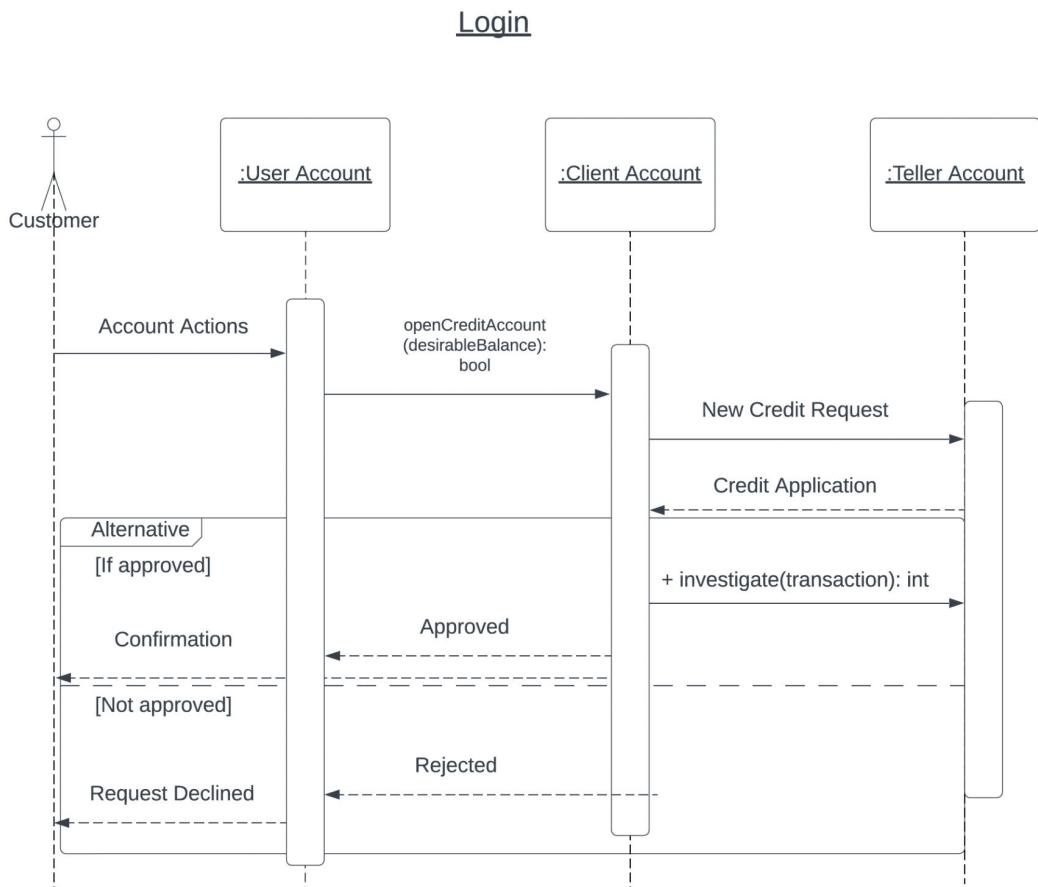
UML UI Class Diagram

SomethingInterface stands for a "user interface" (not related to the OOP concept of an interface)

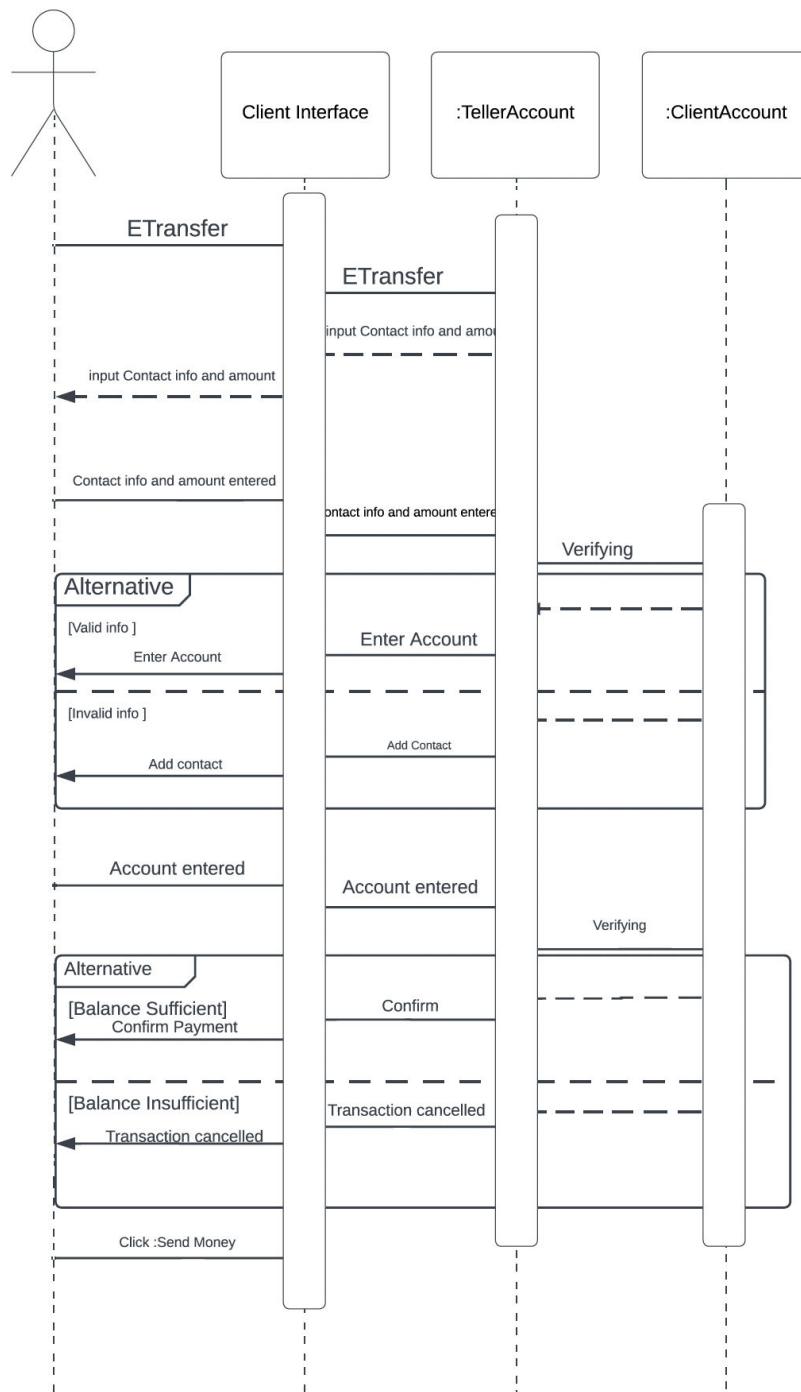


Sequence Diagrams:

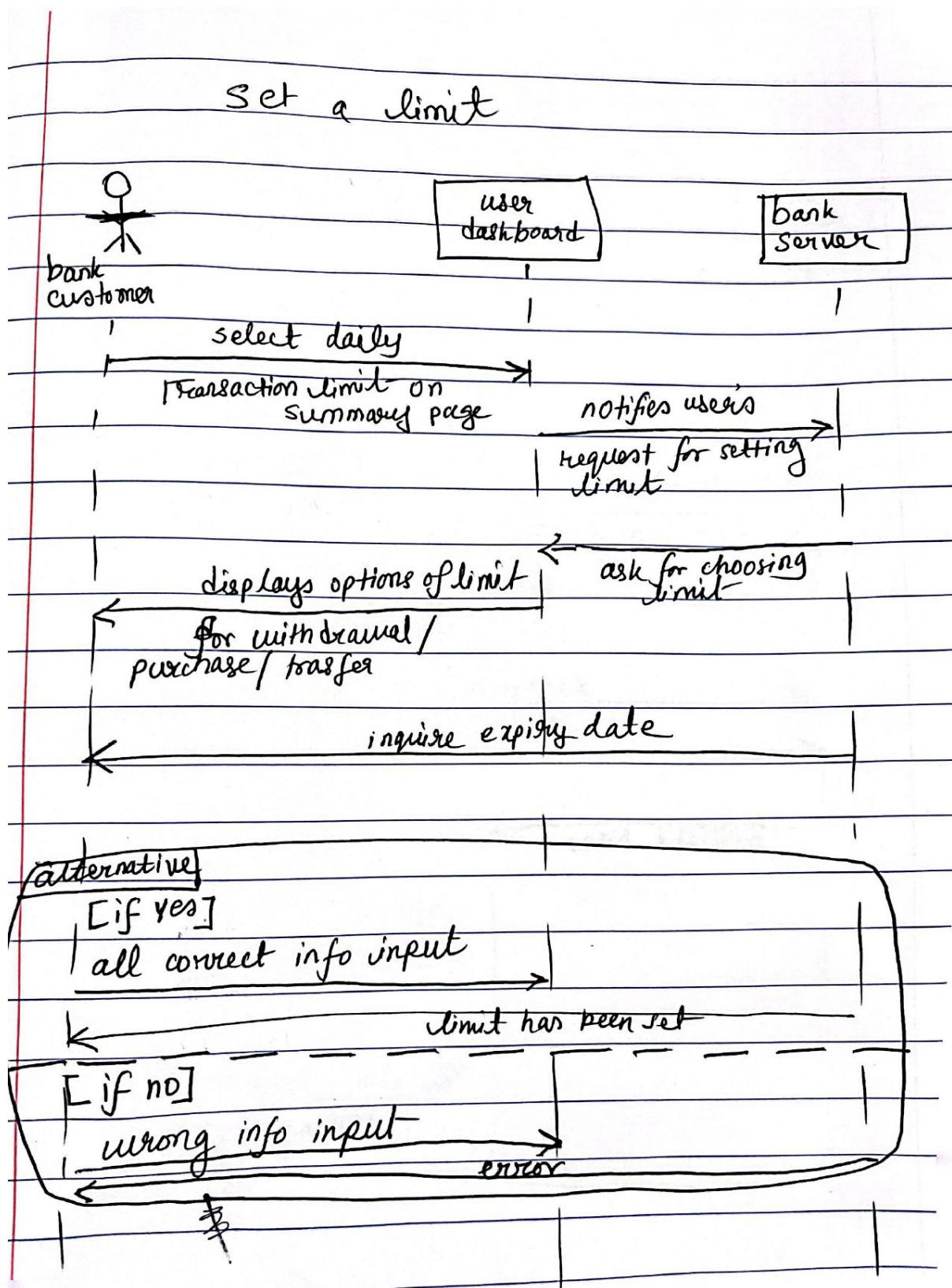
Apply for a Credit Card



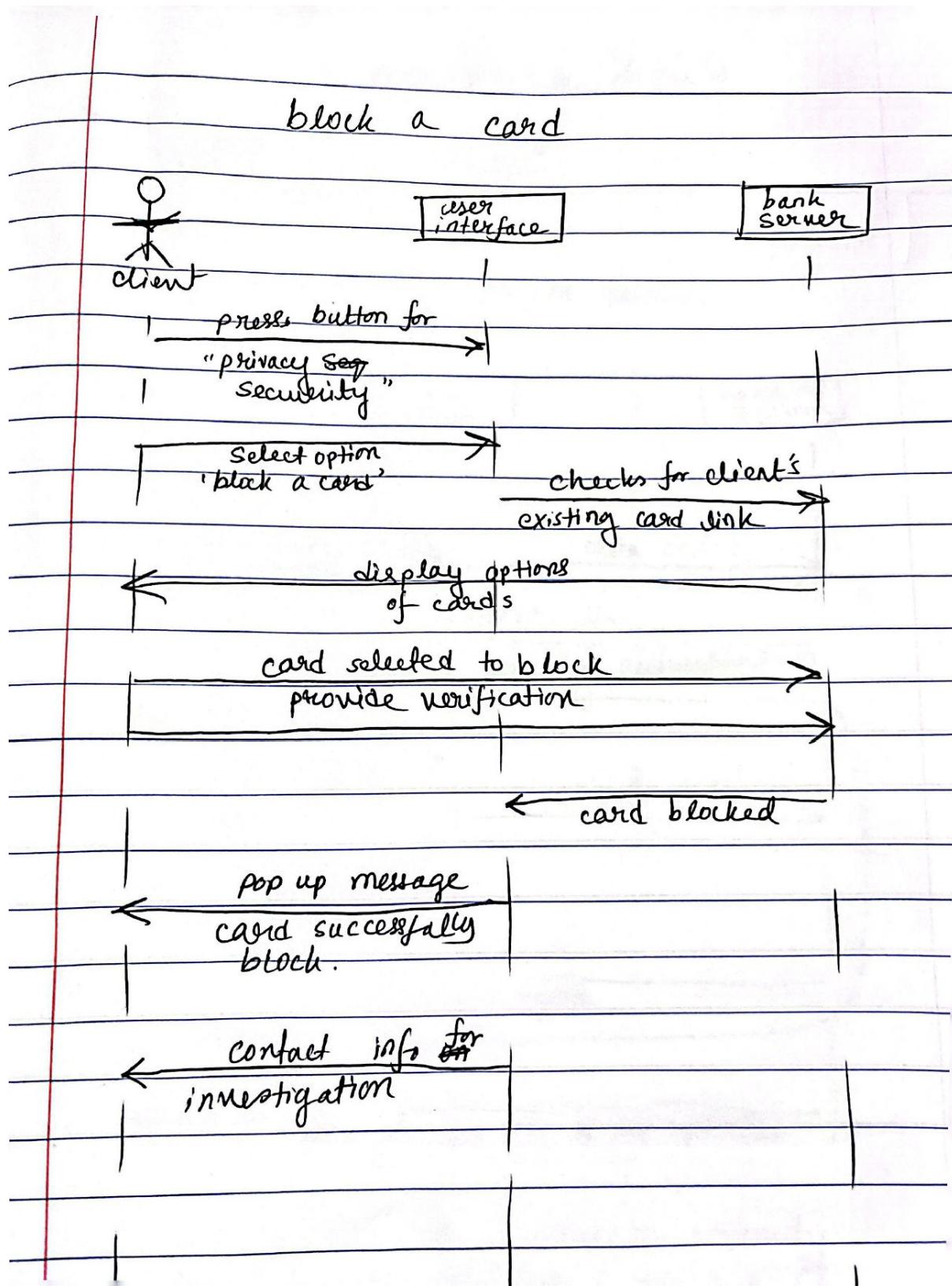
E-Transfer



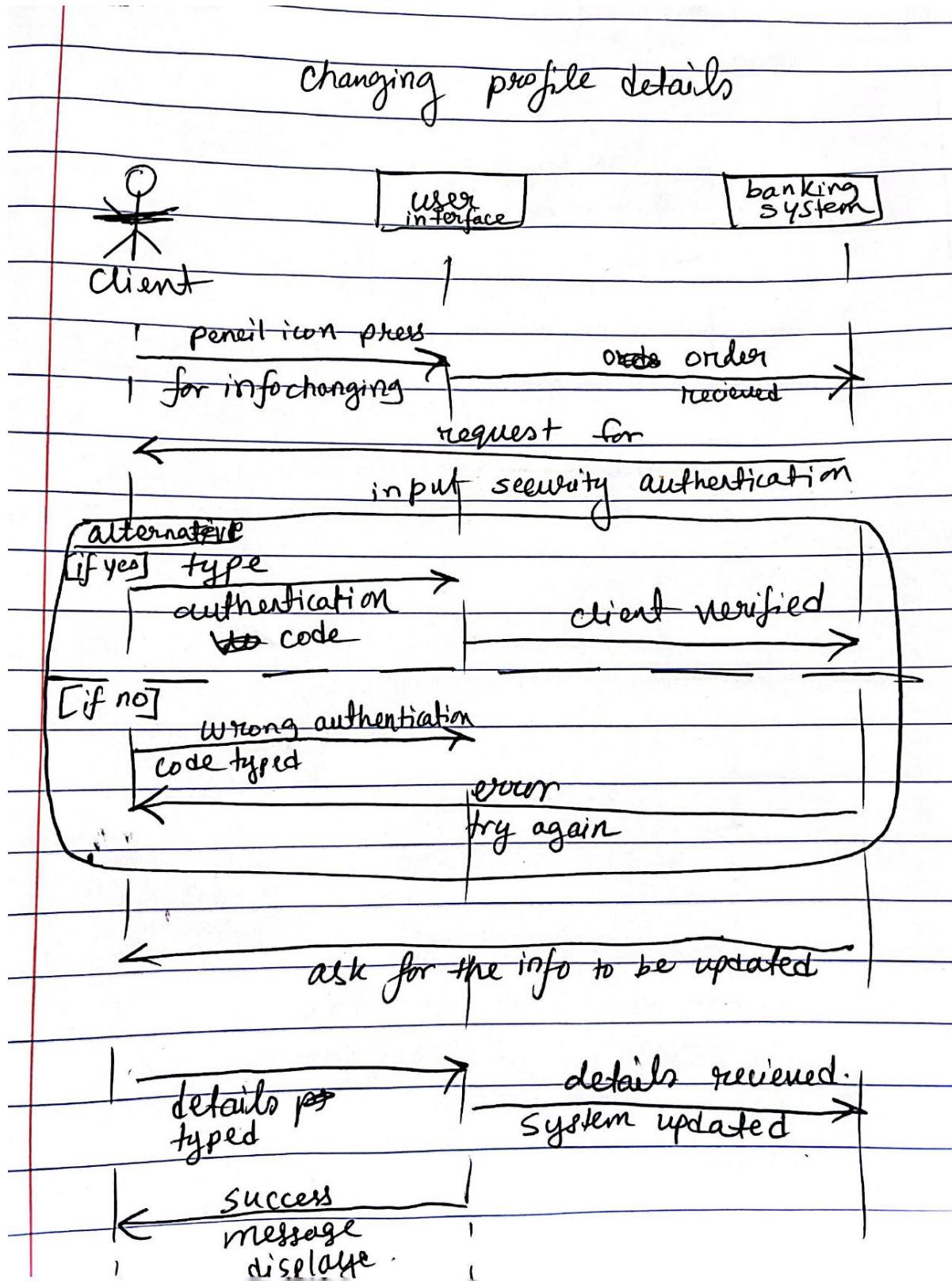
Set a Limit



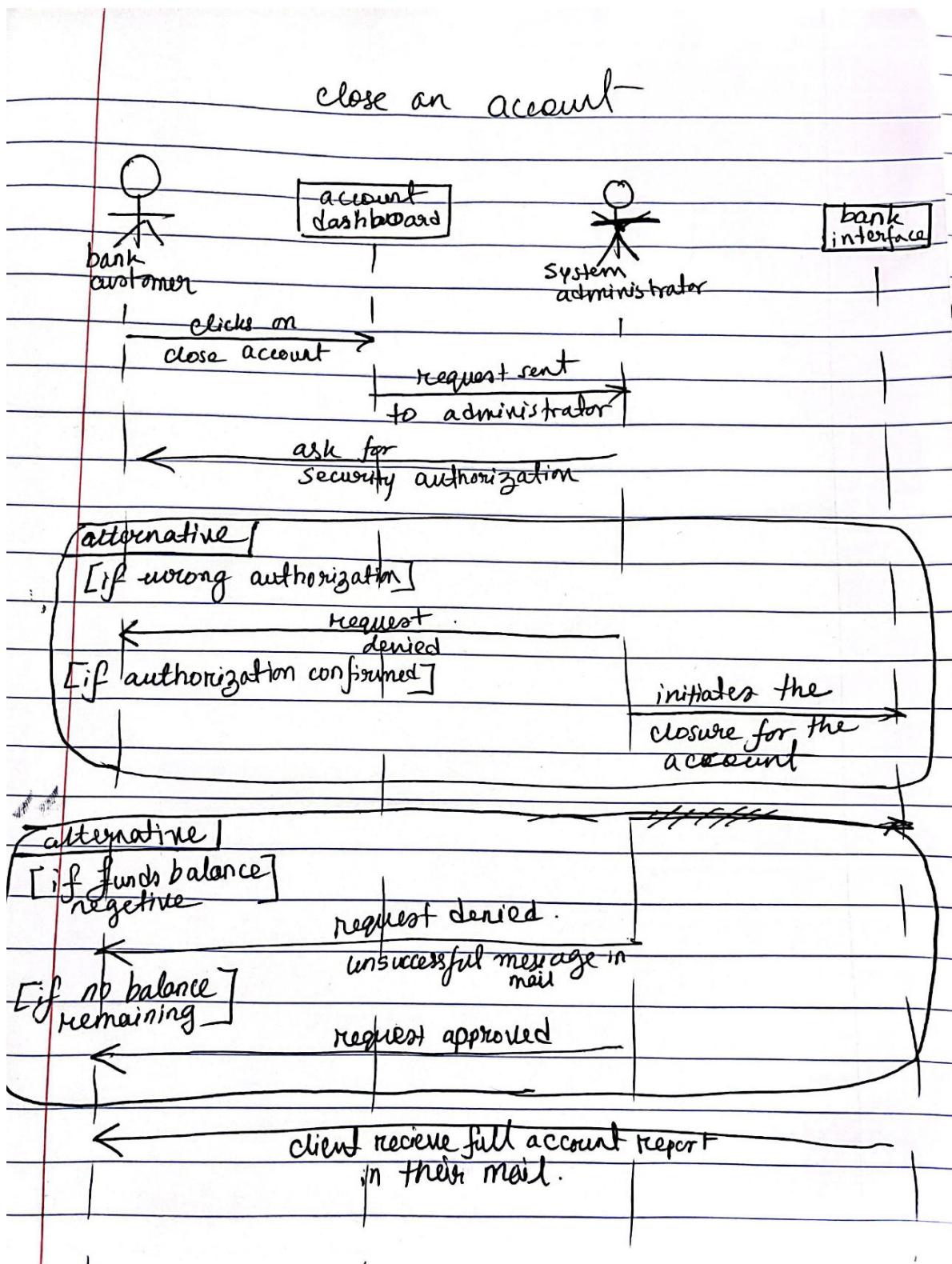
Block a Card



Changing Profile Details

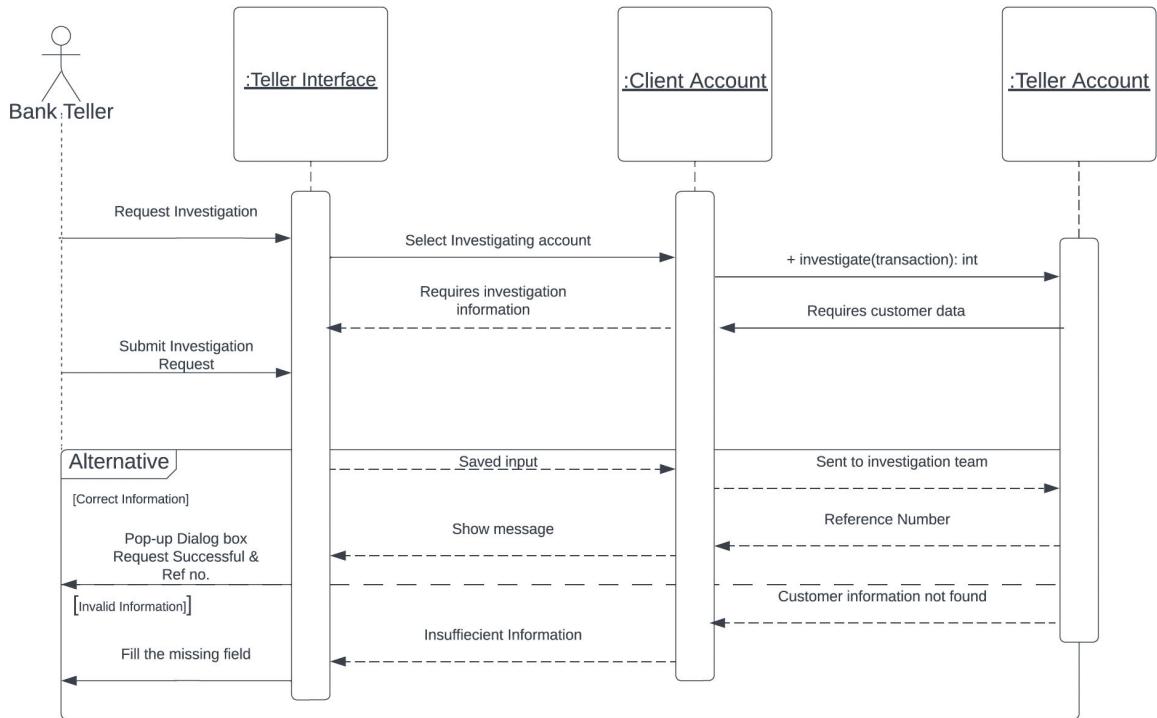


Close an Account

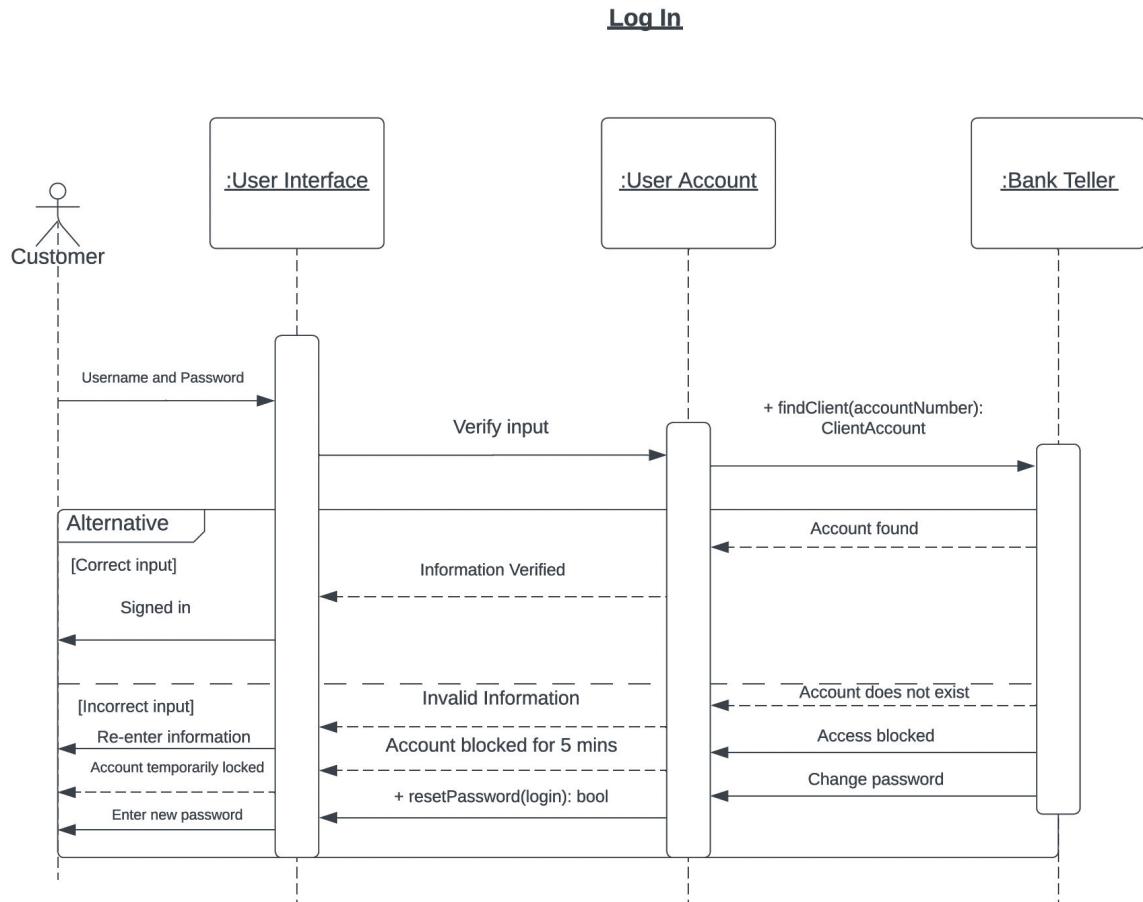


Investigation

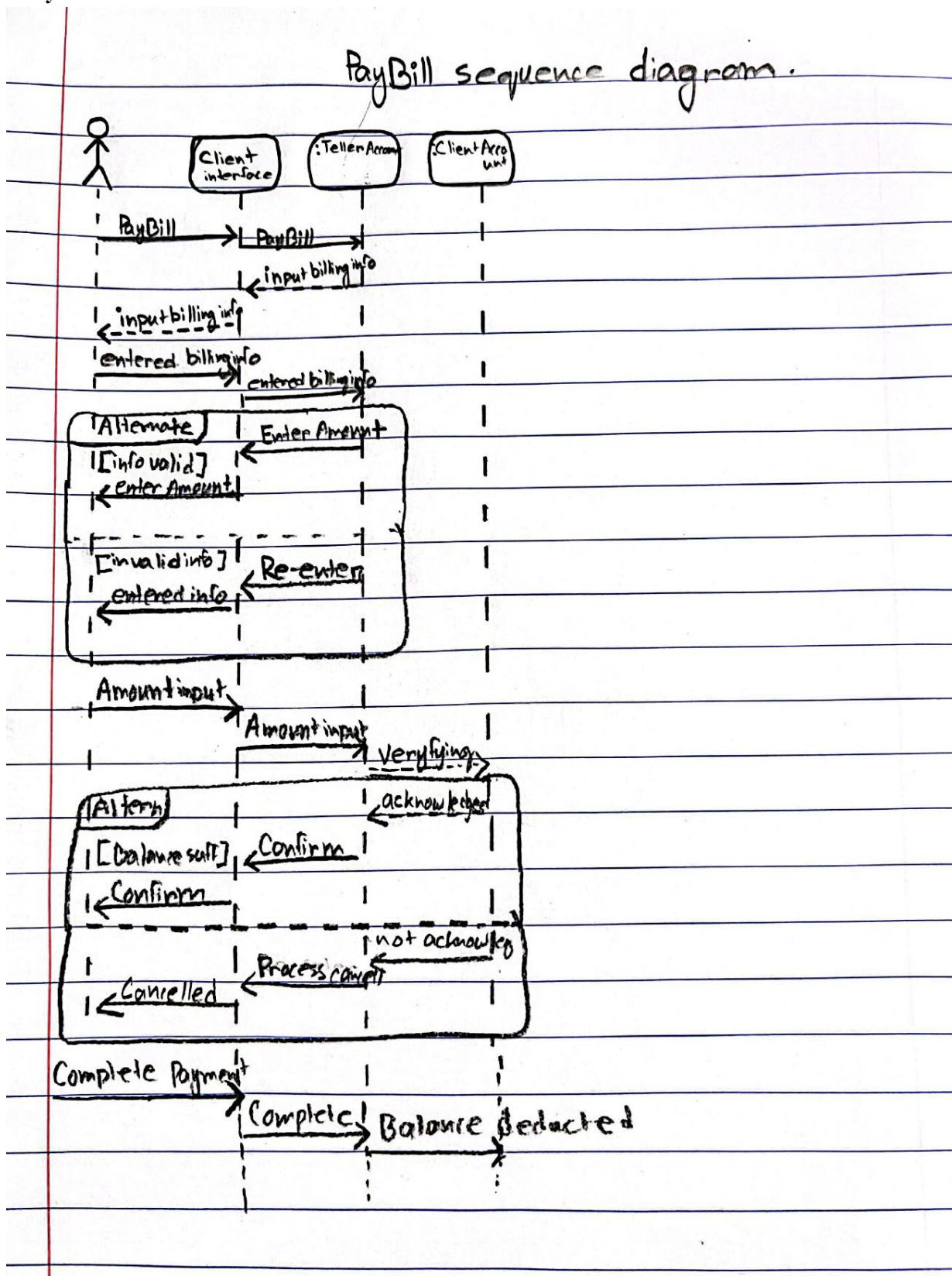
Investigation



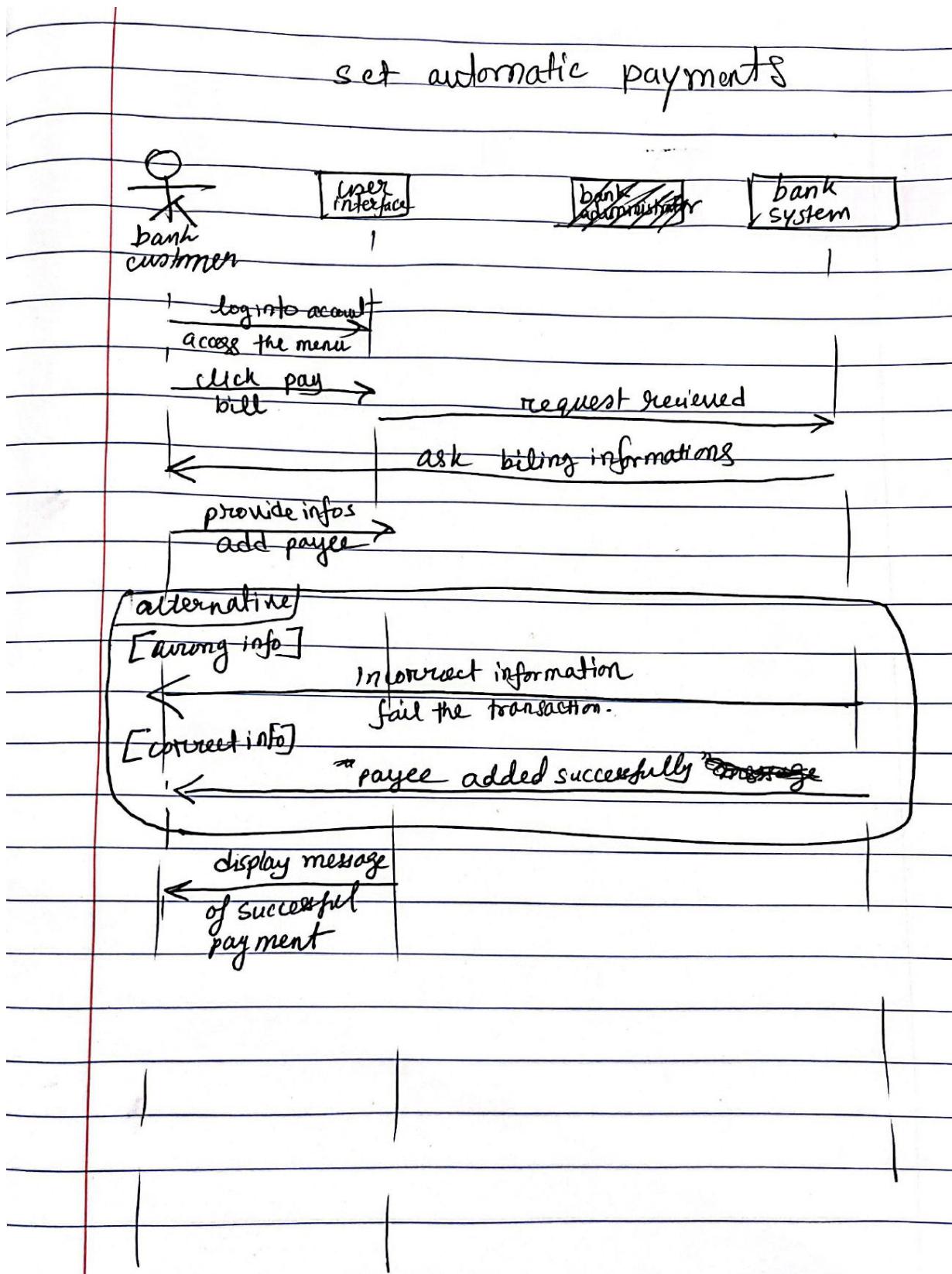
Log in



Pay Bill

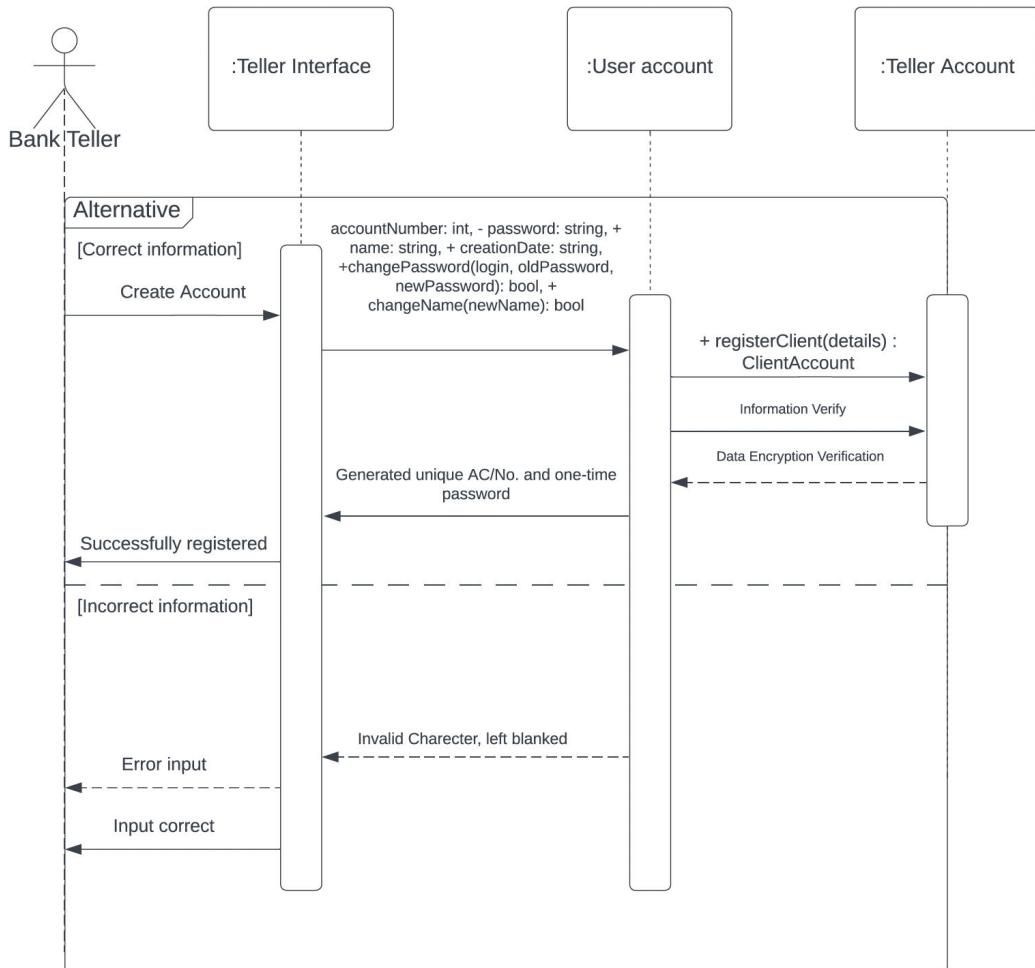


Set Autopayments

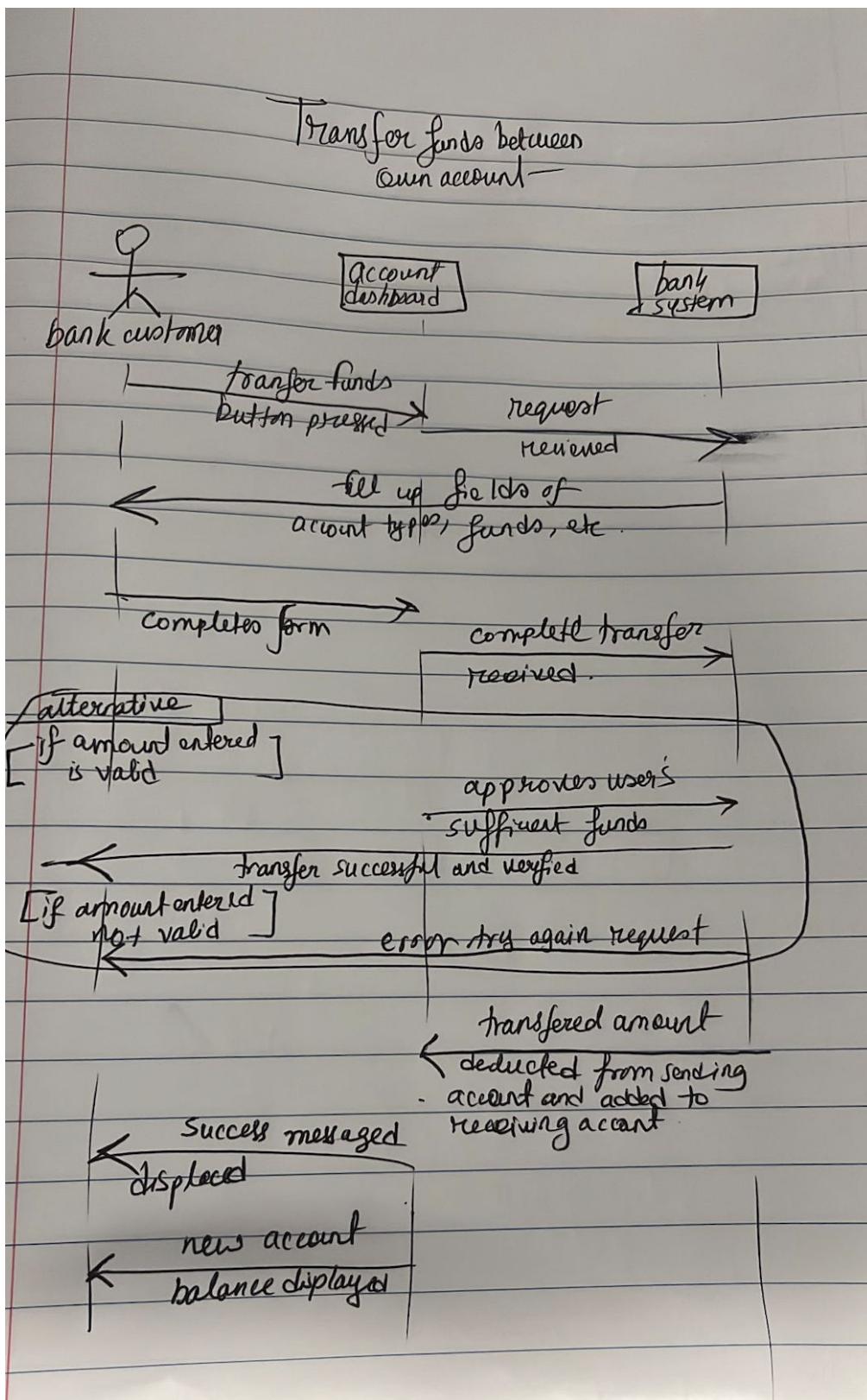


Register a New Customer

Register a new customer

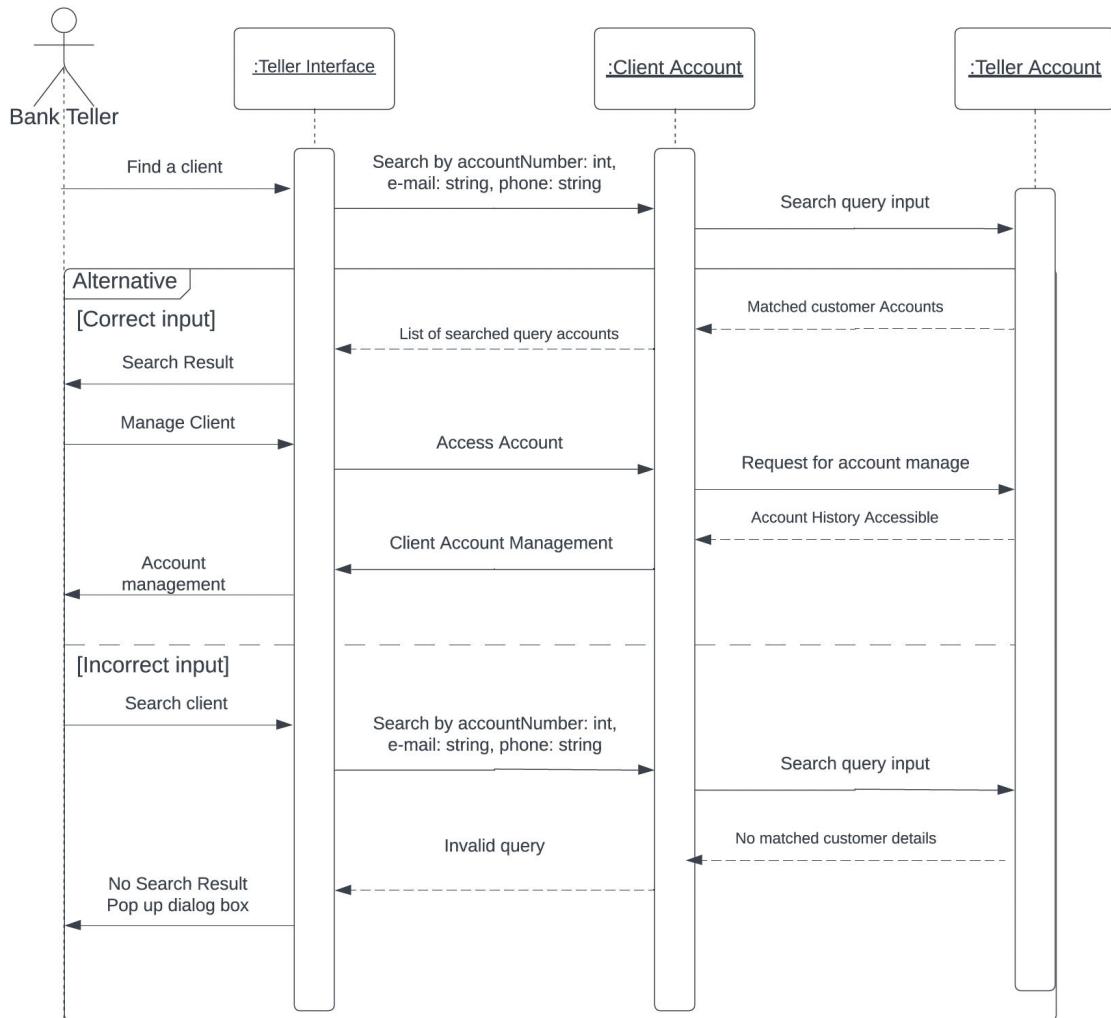


Transfer Between Accounts

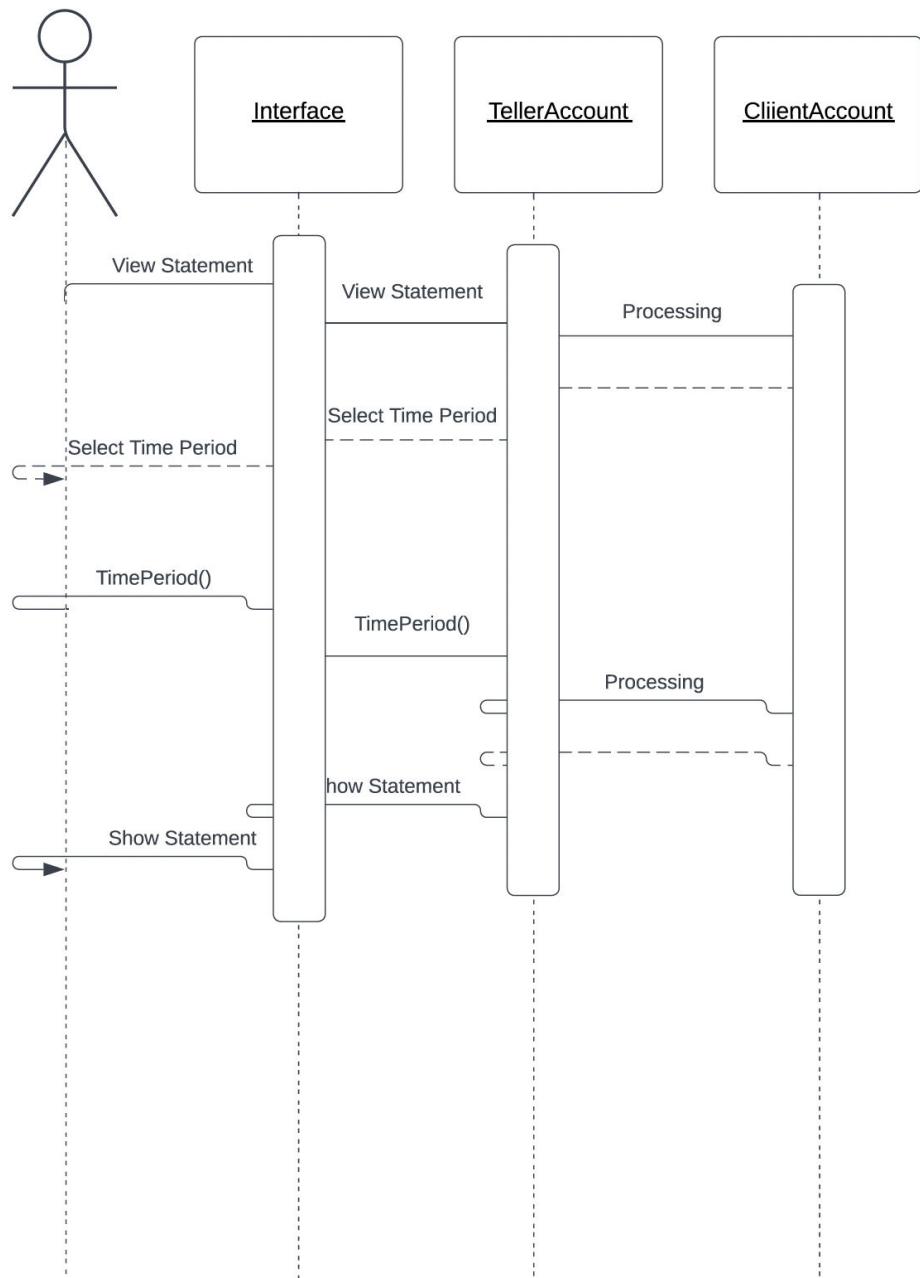


View Customer Information

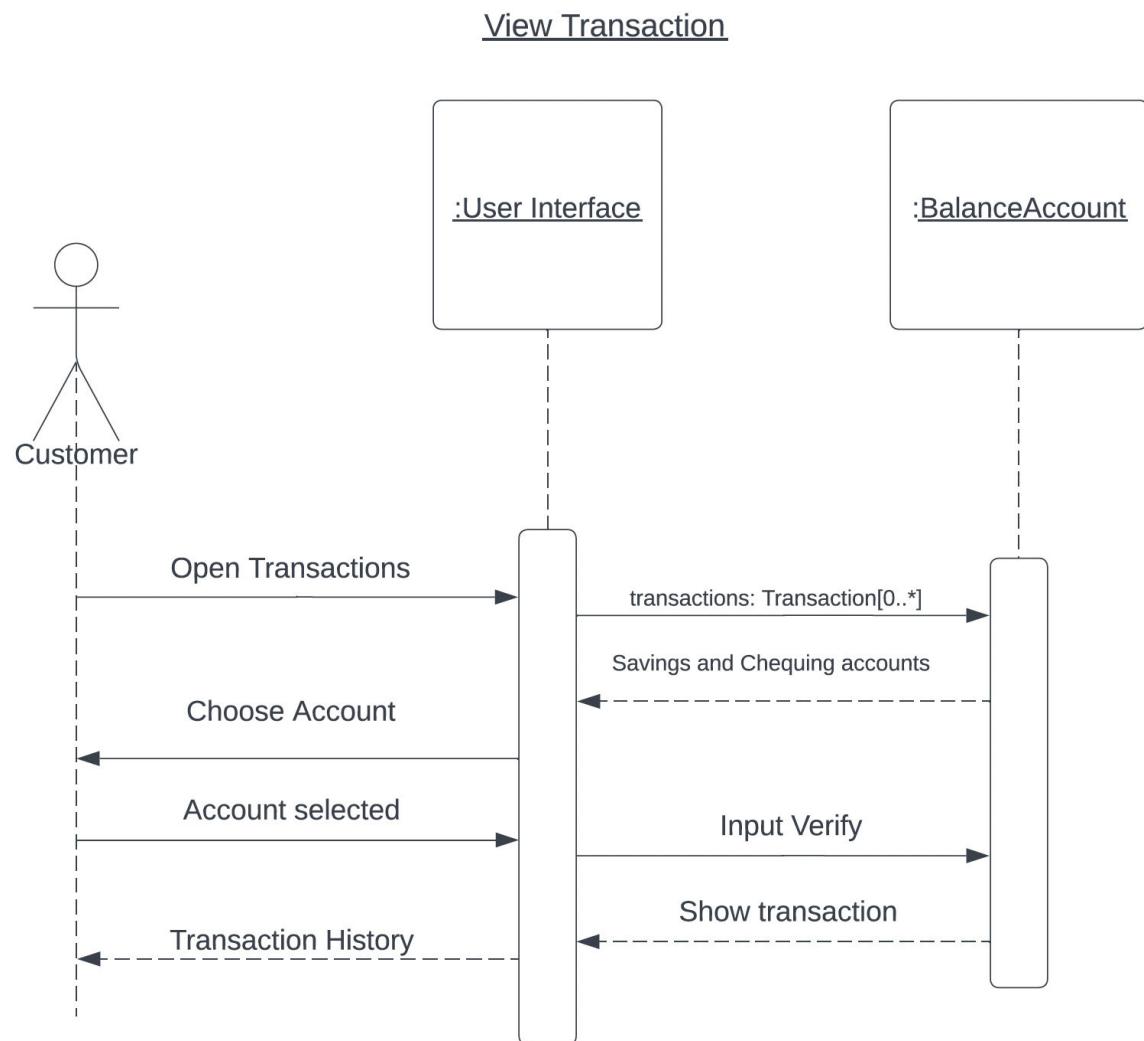
View Customer Information



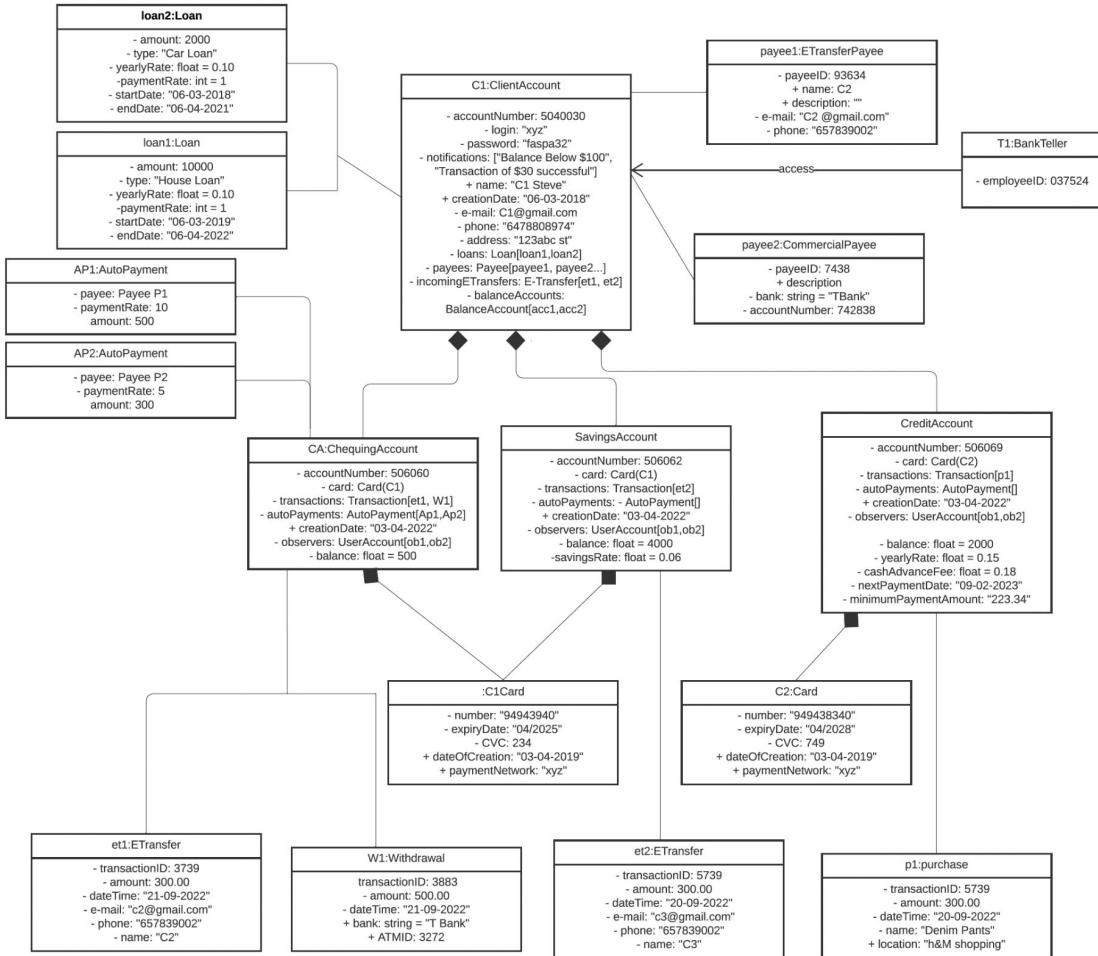
View Statement



View Transaction History

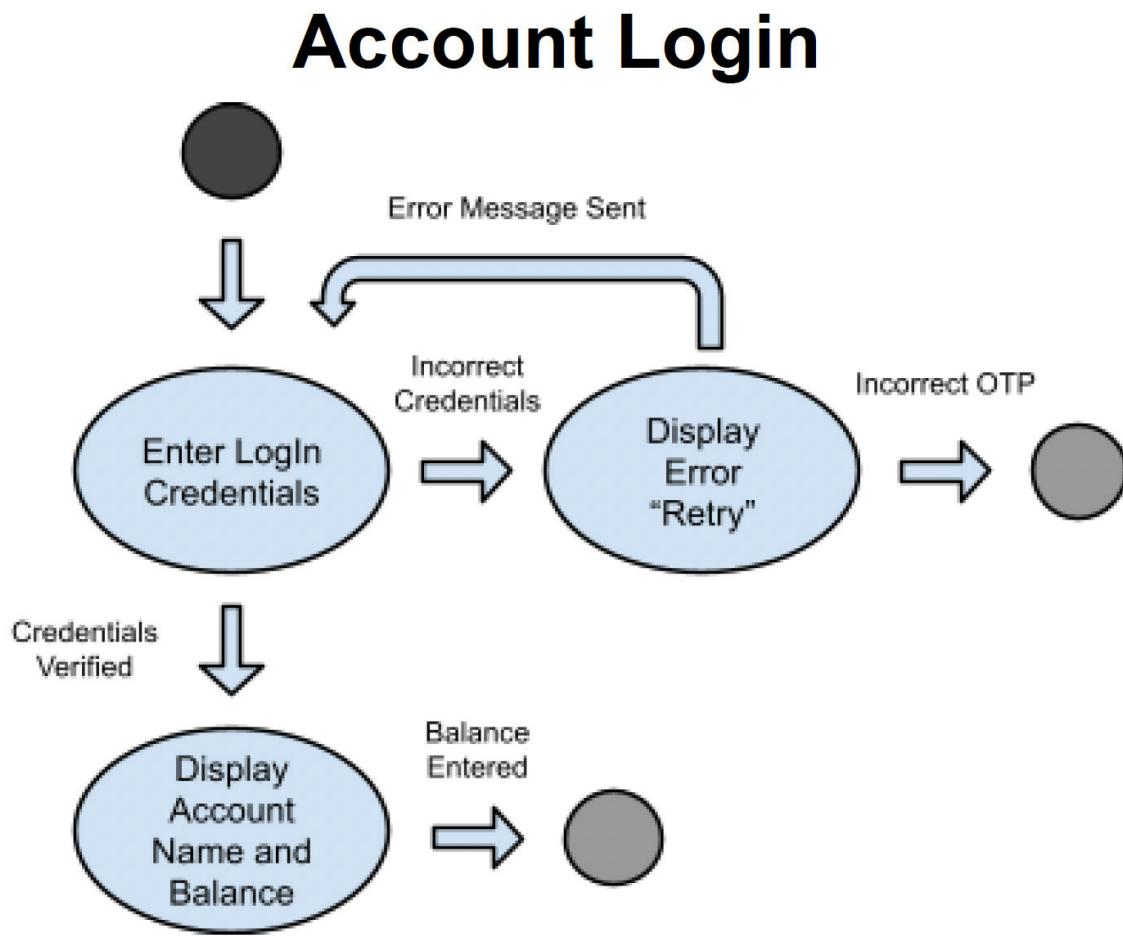


Object Design Diagram:



State Diagrams:

Account Login



Apply for a Credit Account

Apply for a Credit Account

