# PROJECT REPORT ON BANK APPLICATION

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#### **INTRODUCTION**

This project is web based banking Application for internal banking system managed by manager and clerk as per their authority.

The bank is a major industry and still at some stage banks are doing some manual processes. So it's really good to automate some manual processes that can help bankers or customers. So this banking management system is a web application to manage bank activities. Where we can manage the customers, Transaction details etc. The main purpose of developing bank application is to design an application, which could store customer data and provide an interface for retrieving customer related details with 100% accuracy.

#### **OBJECTIVE**

The bank is a major industry and still at some stage banks are doing some manual processes. So it's really good to automate some manual processes that can help bankers or customers. So this banking management system is a web application to manage bank activities. Where we can manage the customers, Transection details, add the employees, delete the employees, approve the transactions greater than 2 lac etc.

#### **DESCRIPTION OF THE SYSTEM**

There are two types of actors in the application. Manager, clerk **Manager**:Manager is the Admin of the application.He can perform the following activities

The Admin can ADD/EDIT/UPDATE new customers of the bank.

The Admin can ADD/EDIT/UPDATE new employee of the bank.

The admin can see log details of transactions done by the customer/employee

Admin will manage all the online payment logs.

**clerk**: clerk can perform following actins

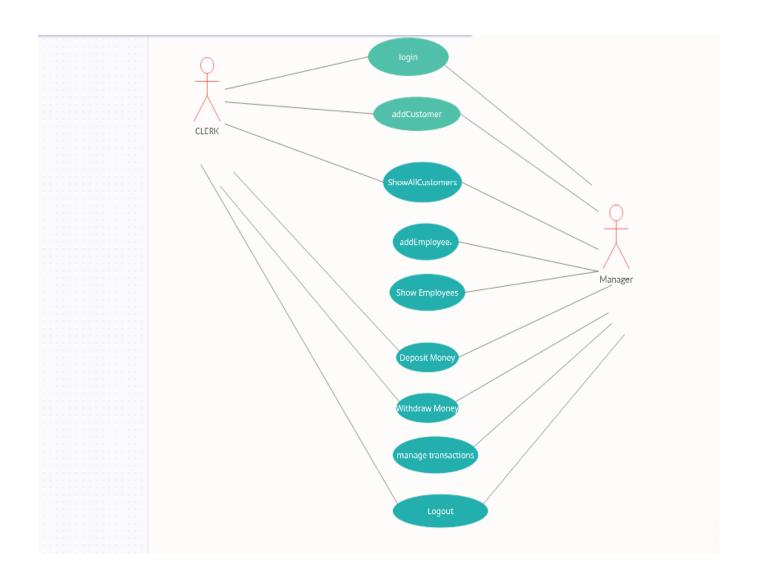
clerk can change the address details of customer on proper verification

clerk can do deposit and withdraw operation for customer, For transfer of more then 2 lac he need approval of manager

clerk can show transaction histroy of an customer and provide an printout of that.

#### **OOAD OF PROJECT**

### **4.1 USE CASE DIGRAM**



Above shows the use case diagram of Banking application. It is a graphical depiction of clerks and admin's possible interactions with a system.

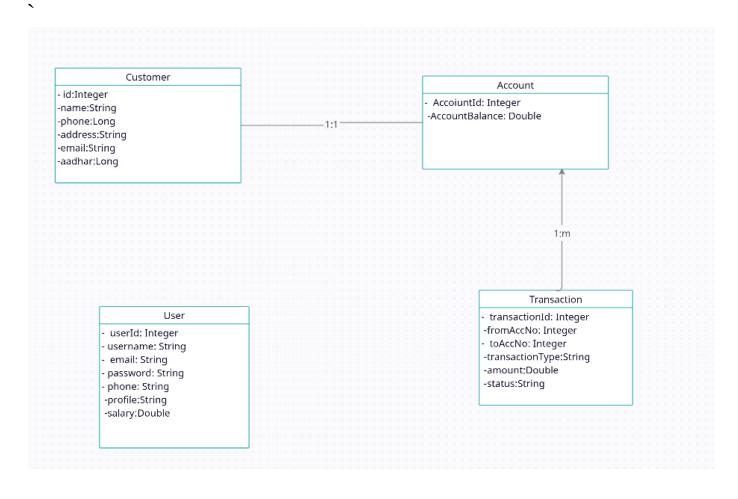
Here use case diagram describe the relationship between users and use cases. A use case is a user activity in the system. It consist of two components

1 Actor: Actors are represented with a label naming actors role. There may be multiple actors in a diagram.

2 Use case: Represented as ellipse with a label inside, naming the use case. There may be multiple use cases in a diagram.

Actors represent the role that a user might play where each role is represented separately. Actor and Use case names must be unique with in a diagram. A use case describe the activity that is possible. It have several instances of activity throughout it's life time. In Banking application clerk or employee need to login first before he/she could perform any operations.

# 4.2 Class Diagram



# TECHNOLOGIES USED IN PROJECT

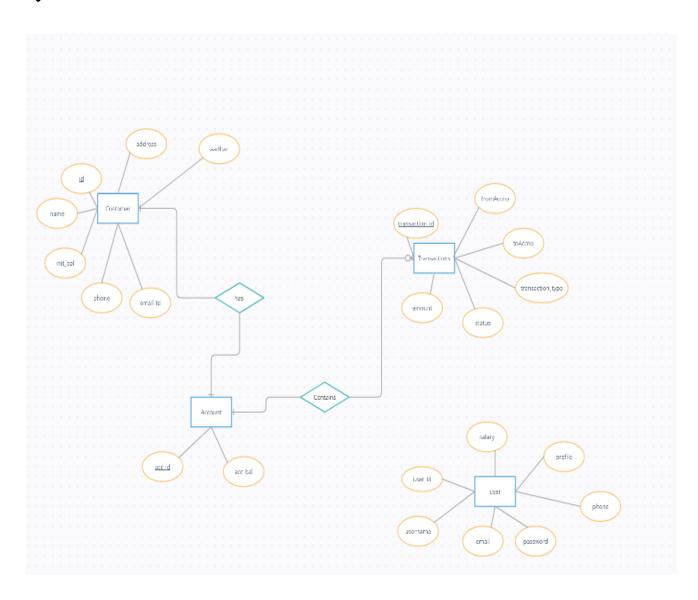
- JAVA 8
- Spring Boot
- Maven
- Spring Security
- My-sql database
- Spring data-jpa
- Hibernate
- JSP

# Limitations

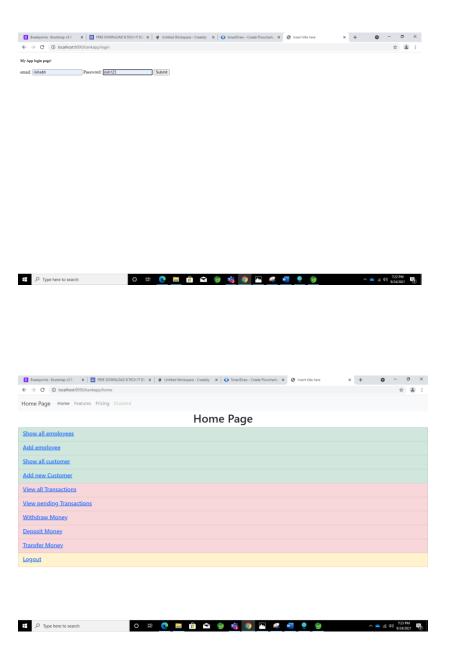
- Issues of security
- Technical glitch

# **CHAPTER-6** (**ER Diagram**)

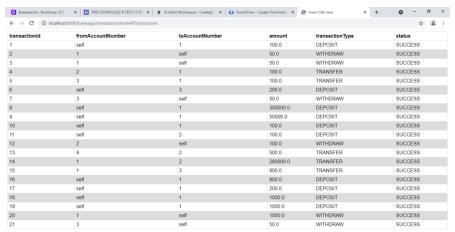
An entity relationship diagram (ERD), also known as an entity relationship model, is a graphical representation that depicts relationships among people, objects, places, concepts or events within an information technology system.



# **WORKING SCREENSHOTS**







Home Page



Want to view all the Transactions of the account Home Page











# References

- <a href="https://docs.spring.io/spring-boot/docs/current/reference/htmlsingle/">https://docs.spring.io/spring-boot/docs/current/reference/htmlsingle/</a>
- <a href="https://www.javatpoint.com/jsp-tutorial">https://www.javatpoint.com/jsp-tutorial</a>