## Banking App

Description:

Leveraging Java 8, this application simulates a customer registering for an account with a bank.

Details:

* Built this application using Java 8;
* All interaction with the user should be done through the console using the Scanner class.
* Customers of the bank should be able to register with a username and password, and apply to open an account.
* Customers should be able to apply for joint accounts
* Once the account is open, customers should be able to withdraw, deposit, and transfer funds between accounts (Savings account)
* All basic validation should be done, such as trying to input negative amounts, overdrawing from accounts etc.
* Employees of the bank should be able to view all of their customers information
* This includes, account information, Account balances, and Personal information
* Employees should be able to approve/deny open applications for accounts

Bank admins should be able to view and edit all accounts

This includes:

* Approving/denying accounts
* withdrawing, depositing, transferring from all accounts
* canceling accounts
* JUnit testing is expected
* Logging was accomplished using Log4J
* All transactions are logged
* Create an SQL script that will create a user in an SQL database and a table schema for storing your bank users and account information.
* Your database should include at least 1 stored procedure.
* Have your bank application connect to your SQL database using JDBC and store all information that way.
* You should use the DAO design pattern for data connectivity.

Output :

* PICTURE 1
* PICTURE 2
* PICTURE 3
* PICTURE 4