**Banking System**

Summary Description

A banking system will be developed to allow clients who hold accounts (checking, savings, Etc.) in the bank to use it to do banking transactions such as withdrawal, money transfer, balance, inquiry, Etc. The software system is used also by the tellers at the banking centers to do regular banking transactions for the clients who go to the banking centers. The bank has several centers all over the country but their capabilities (e.g., availability of ATM machines, international money transfer services, currency exchange services, etc.) may differ. The system has capabilities to identify its clients as well as the bank employees. Customers can associate their monthly bills to their checking accounts and the bills are automatically deducted from the account. Clients can also associate their monthly payments to any of their accounts so that the payments are automatically deposited into the accounts.

**Use Cases**

The system you design should support the following use cases:

1. Login

The first screen a user of the system sees is the login screen, which requests ID and password. When the Submit button is clicked, the ID is looked up in the data store. If this ID can be found, and if the password for this ID matches the password submitted, the authorization level is returned. Authorization levels are BUSINESS, ADMIN, and BOTH. If login is successful, UI features are made available according to the authorization level of the user.

1. Withdrawal

The first screen a user of the system sees is the login screen, after a user authenticates the system shows the options, the user presses the button to withdraw money. And the system asks you to enter the amount to be withdrawn after this the user enters it and the system verifies that the account of that user has enough balance and, if so, gives the money, otherwise informs the user that has the necessary funds.

1. Deposit

The system shows you the options, the user presses the deposit money button and the system asks you to enter the account number, it also asks for the type of account and finally the name of the account holder. Once entered the system validates the data provided and if it is correct (if not, it will ask you to verify the information provided) asks the user to deposit the money, the system will throw the amount entered and generate the update in the system, as well as a receipt of the transaction made to the depositor.

1. Transfer

The first screen that a user of the system sees is the login screen, after a user authenticates the system shows the options, the user presses the button to transfer money. And the system asks you to enter the account number, the type of account and finally the name of the account holder. Once the system has been entered, it validates the data supplied and if it is correct (if not, it will ask you to verify the information provided), request the amount you wish to transfer, then generate the update in the system, as well as a receipt for the transaction made by the user.

1. Create Account

The user business have the option to create an account associate to a customer, so they will be an interface to create a new customer and then also create a new account, this account can be for Saving or for checking for example. The account Id should be unique and it will be related with a customer.