Weekly Progress Report – Banking Information System Project

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Domain: Java Development

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I. Overview

During this week, the focus was on developing a console-based Banking Information System using Java. The project aimed to simulate real-world banking operations like checking balance, depositing, and withdrawing funds. The goal was to gain hands-on experience in Java programming fundamentals such as loops, conditional statements, and user input handling.

II. Achievements

- Designed and implemented a menu-driven banking application in Java.
- Successfully added features such as balance inquiry, deposit, and withdrawal.
- Implemented validation for incorrect and insufficient balance inputs.
- Learned to use Scanner class for user interaction and switch statements for menu handling.
- Tested the program for multiple transactions and ensured accurate balance updates.

III. Challenges and Hurdles

- Faced minor input handling issues when switching between numeric and text inputs.
- Initially had logic errors in withdrawal validation.
- Required debugging to ensure accurate balance calculations after multiple transactions.

IV. Lessons Learned

- Understood the importance of input validation and user feedback.
- Gained practical experience using conditional logic and iterative loops in Java.
- Learned how to handle user interaction through command-line programs.
- Strengthened problem-solving skills by debugging logical errors effectively.

V. Next Week's Goals

- Add support for multiple accounts using object-oriented programming (OOP) concepts.
- Implement user authentication using usernames and passwords.
- Begin designing a GUI version of the system using Java Swing.
- Learn how to store account details using file handling or a database.

VI. Additional Comments

This project provided a clear understanding of how real-world systems can be simulated programmatically. The Banking Information System enhanced both technical and analytical skills, serving as a strong foundation for future Java-based projects involving data persistence, GUI design, and OOP implementation.