

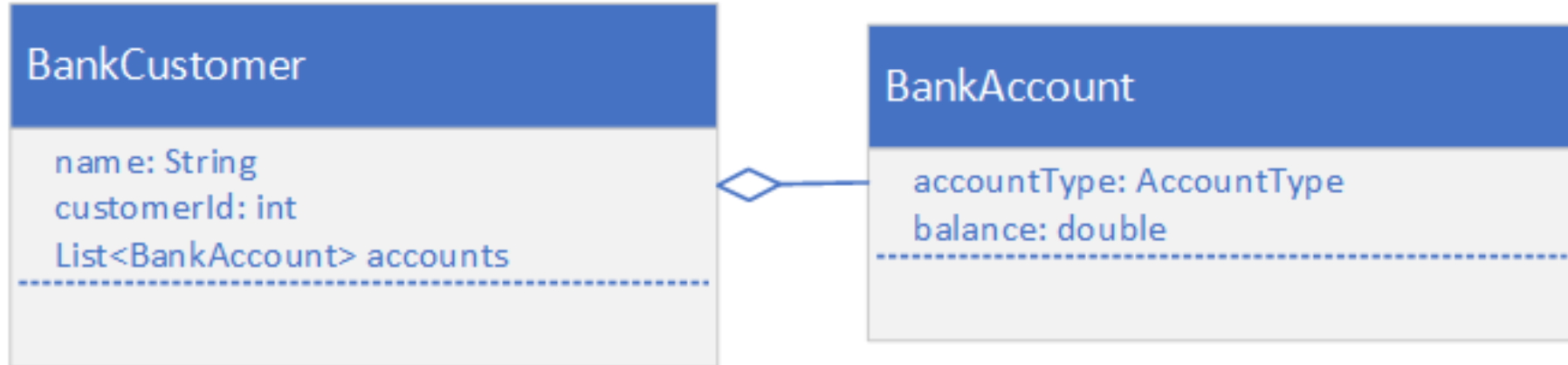


Java Advanced Course

Challenge 28. Unmodifiable

A bank

These are the classes we'll be starting with in this challenge.



Create a Transaction class

Create a **Transaction** class in a separate package that will mirror a data table.

This class should have the fields shown here, and you need to **include getters and setters** for all fields.

Also include a constructor that takes all fields, for ease of use.

Transaction
routingNumber: int customerId: int transactionId: long transactionAmount: double

Modify the BankAccount class

For this challenge, you'll need to modify your BankAccount class.

First, you'll want to change the balance so that it's mutable.

Include a Transaction Collection.

Provide a getter, or accessor method, for the transaction data.

Provide a method to adjust the balance and add the transaction data to the transaction collection.

Modify the BankAccount class

Current

BankAccount
accountType: AccountType balance: double

After modifications (an example)

BankAccount
accountType: AccountType balance: double Map<Long, Transaction>: transactions

getTransactions: Map<Long, Transaction> commitTransaction(int routingNumber, long transactionId, String customerId, double amount)

Modify the BankCustomer class

Modify your BankCustomer class.

- Return the customer id as a 15-digit string, with leading zeros.
- Design this class so that code in other packages can't instantiate a new Bank Customer.
- Return a defensive copy of the accounts, from the getAccounts method.
- Include a getAccount method to return just one account, based on account type, either savings or checking.
- Assume a customer will have one checking account and one savings account.

Modify the BankCustomer class

Current

BankCustomer
name: String customerId: int List<BankAccount> accounts

After modifications (an example)

BankCustomer
name: String customerId: int List<BankAccount> accounts
getCustomerId: String getAccounts: List<BankAccount> getAccount(AccountType type): Account

Implement a Bank

Next, you want to create a **Bank** class that has a routing number, and a collection of customers, as well as an integer that holds the next transaction id to be assigned.

- You should be able to look up a customer by a customer id, a 15-character String.
- Transaction ids should be assigned by using the lastTransactionId field on this instance of the bank.
- A negative amount is a withdrawal, and a positive amount is a deposit.
- Don't let the customer's account balance go below zero.

Bank

```
routingNumber: int  
lastTransactionId: long  
Map<String, BankCustomer> customers  
-----  
getCustomer(String id) : BankCustomer  
addCustomer(String name, double checkingInitialDeposit,  
             double savingsInitialDeposit)  
doTransaction(String id, AccountType type, double amount)
```


Implement a Bank

In the Main class's main method:

- Create a bank instance and add a customer.
- Let a client obtain a BankCustomer instance by a customer id and review transactions from a single selected account. These transactions should not be modifiable, or susceptible to side effects.
- You should only be able to perform a withdrawal or deposit of funds through the Bank Instance, passing the customer id as a String, the type of account this transaction will be processed on, and the amount. In other words, the main method should not have access to the commit transaction code on the BankAccount itself.

The class diagram

