The banking system works very simply, and serves as a barebones framework to be built off of. Each account (as according to the user’s chosen API) tracks a transaction history of deposits and withdrawals, and has a simple Boolean check if username and password match an account. Currently there is a sample account in the program, but it will be replaced by whomever decides to build off of the framework.

The program itself is very simple and again, to the user’s chosen API, should be used in a way that would check the user’s server API to query any account with a matching username and password when entered, and then instance an Account class to be used and modified as seen fit by the accountholder. When finished with the program, entering “exit”, or “quit” will bring the user back to the login screen.

Operator overloading was used in the Transaction class, to overload the << operator and more easily display transaction details when queried in the transactions command.

In reflection, the beginning part of this project was quite fun, as I have never written anything major in C++ before, only C# and Python, but this feels pretty easy to grasp. I believe the current state of the project reflects the requirements of Phase 1.