**Java Programming Project**

***Online Payment System***

My idea for this project is to design an online payment system where users can use this system to purchase online on various sites through my service rather than making a payment with their credit card, something similar to PayPal.

The user will register themselves as a member and will then use this log in details to log into the system in the future. He/she will then add their credit card by inserting all the necessary card information, then this information will be stored for future references.

The user will have the option to add money to their account by transferring funds from their bank account. In order for them to make an online purchase, the user must have enough funds on their account in order to proceed with the transaction. Some validation will run in the background every time the user wishes to makes a purchase to check if the user and card information is correct, if there is enough funds on their account etc.

*Classes that may be included in this project:*

* ‘Member’ instantiable class
* ‘CreditCard’ instantiable class
* A driver class for ‘Member’
* A driver class for ‘CreditCard’
* GUI class with a user-friendly UI

The GUI class will contain several ‘J’ components e.g.

* JButton
* JLabel
* JTextField

And a few more…

In order for the user to use this system on external sites, he/she will need to choose a payment option that accepts my payment system, insert their log in credentials and accept in order to proceed with the transaction.

A class that I am thinking of using the javadoc comment throughout would be the ‘CreditCard’ class as this class would be a little bit more complex than others. As for the GUI class, the user will have the option to edit their details, displays their details, add another credit card and all this will be held in memory in an appropriate data structure.

# UML Class Diagram

