PROJECT TITLE :- CREDIT CARD PROCESSING

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CREDIT CARD PROCESSING

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AIM:

To create a system to perform the credit card processing

(I)PROBLEM STATEMENT:

Credit card processing through offline involves the merchant collecting order information (including credit card numbers), storing this in a database on your site, and entering it using their on-site merchant credit card processing system. Takes time to manually enter credit card information for each order. This solution creates following cons:

· Insecure – there is a possibility that a skilled hacker could break into the database and steal an entire list of credit card numbers, thereby damaging the merchant's reputation with current client.

· There is a higher risk of customer charge backs with no signature

· Higher risk of fraud for using stolen credit cards

· Many discerning online shoppers will not give their credit card to an "untrusted" online merchant (you may want to consider being part of the Better Business Bureau or similar organization to add credibility).

So there is a need of online and trusted credit card processing.

(II)SOFTWARE REQUIREMENT SPECIFICATION:

1.0 INTRODUCTION

A credit card is a small plastic card issued to users as a system of payment. It allows its holder to buy goods and services based on the holder's promise to pay for these goods and services. The issuer of the card creates a revolving account and grants a line of credit to the consumer (or the user) from which the user can borrow money for payment to a merchant or as a cash advance to the user

When a purchase is made the merchant swipes the card. The information goes to a gateway processor, which either accepts or rejects the transaction. If it is accepted, the transaction is held until the end of the business day. The merchant then reenters the transaction via the gateway processor, the data is logged, and the debt is transferred to the account. The use of an ATM for cash advance is a similar process.

If you are selling to consumers, merchant services will allow you to expand your customer base and provide a more convenient method of payment than cash or checks.

And if you are interested in selling over the Internet, accepting credit card processing is a must. Accepting credit cards allows funds to be transferred to your bank account in less than a week. This can be a welcome relief for businesses that experience a tight cash flow.

The two purchase options for Credit Card Processing facility are:

- Validation only
- Credit card processing (which secures deposits at the time of booking) With either option, credit card accounts entered during booking are validated to assure that the account is active and in good standing. The credit card processing option also allows properties to process credit card deposits.

1.1 PURPOSE

When customers complete their shopping cart, their credit card is preauthorized and the order is entered into Sales Order. Credit Card Processing dials out and obtains a credit card payment. Within five minutes the customer receives an e-mail receipt.

1.2 SCOPE

- Automatically connects to your financial network for credit card authorizations and settlements
- Integrates with Sales Order, Accounts Receivable, and e-Business Manager
- Support for dial-up (modem) connections or secure Internet connections through TCP/IP and SSL
- Compliant with Visa and MasterCard Electronic Commerce Indicator (ECI) regulations
- Multiple address verification options available

USECASE DIAGRAM:

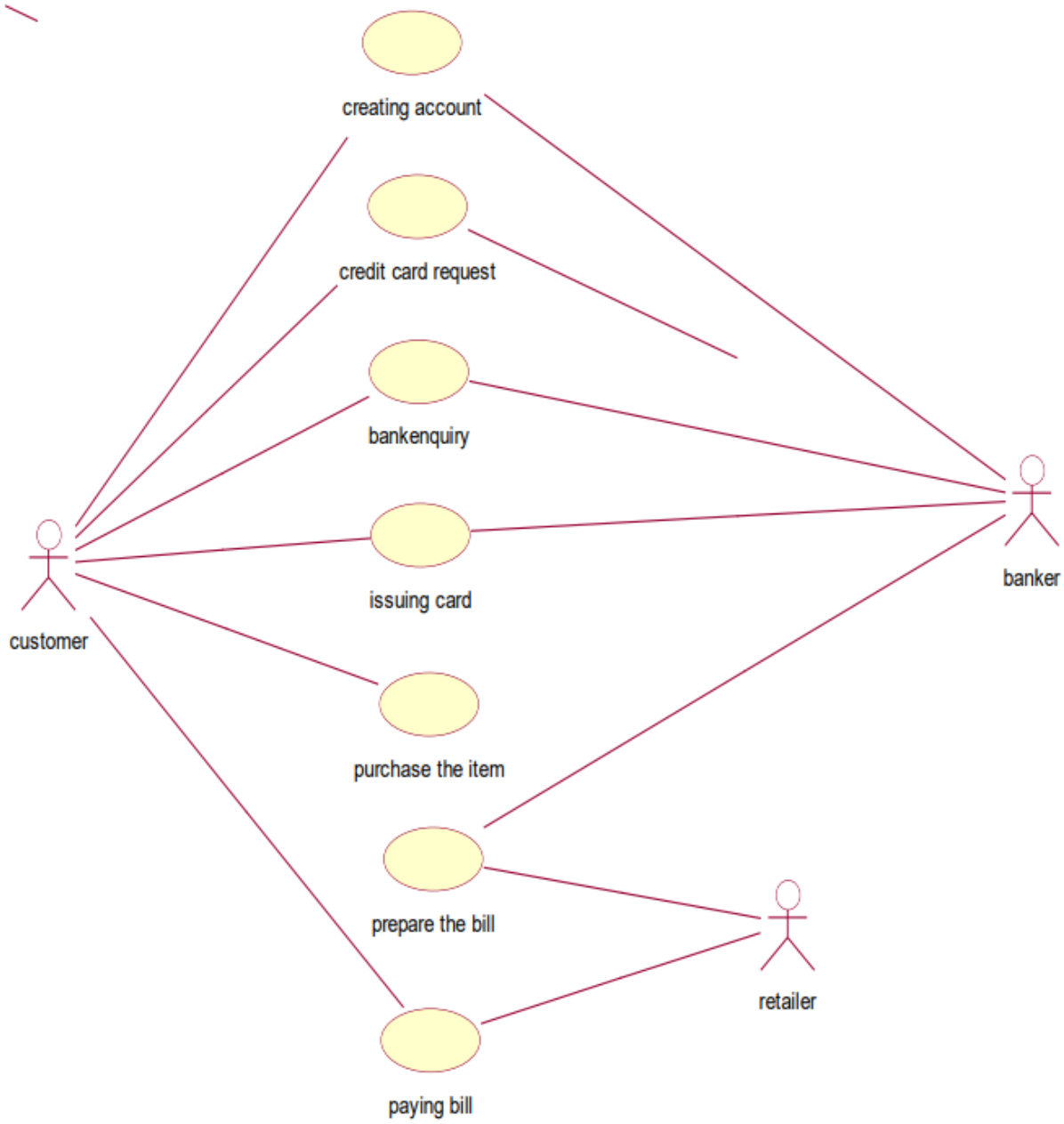

Fig. USECASE DIAGRAM FOR PASSPORT AUTOMATION SYSTEM

CLASS DIAGRAM:

The class diagram, also referred to as object modeling is the main static analysis diagram. The main task of object modeling is to graphically show what each object will do in the problem domain. The problem domain describes the structure and the relationships among objects.

The Credit Card Processing system class diagram consists of three classes.

They are

1. Banker

2. Customer

3. Retailer

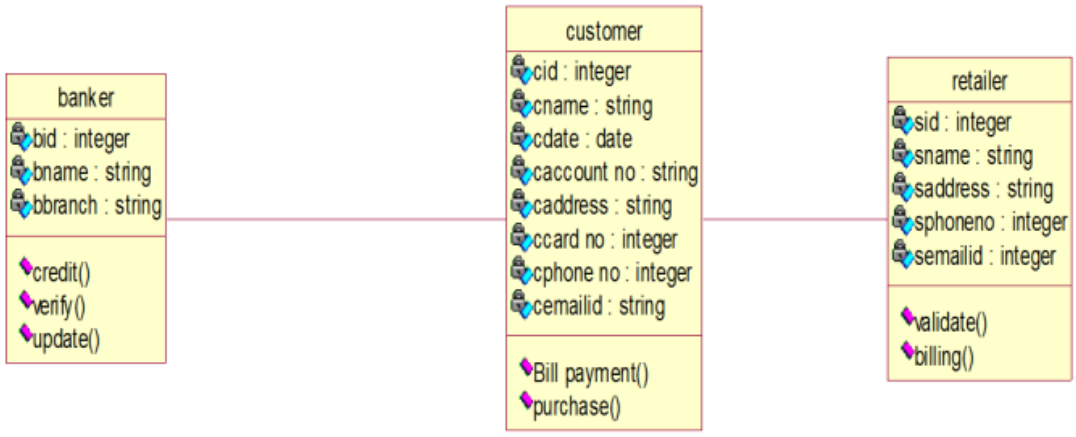

Fig. CLASS DIAGRAM

INTERACTION DIAGRAM:

♣ A sequence diagram represents the sequence and interactions of a given USE-CASE or scenario. Sequence diagrams can capture most of the information about the system.

♣ Most object to object interactions and operations are considered events and events include signals, inputs, decisions, interrupts, transitions and actions to or from users or external devices.

♣ An event also is considered to be any action by an object that sends information.

♣ The event line represents a message sent from one object to another, in which the “form” object is requesting an operation be performed by the “to” object.

♣ The “to” object performs the operation using a method that the class contains.

♣ It is also represented by the order in which things occur and how the objects in the system send message to one another.

♣ The sequence diagram for each USE-CASE that exists when a user administrator, check status and new registration about passport automation system are given.

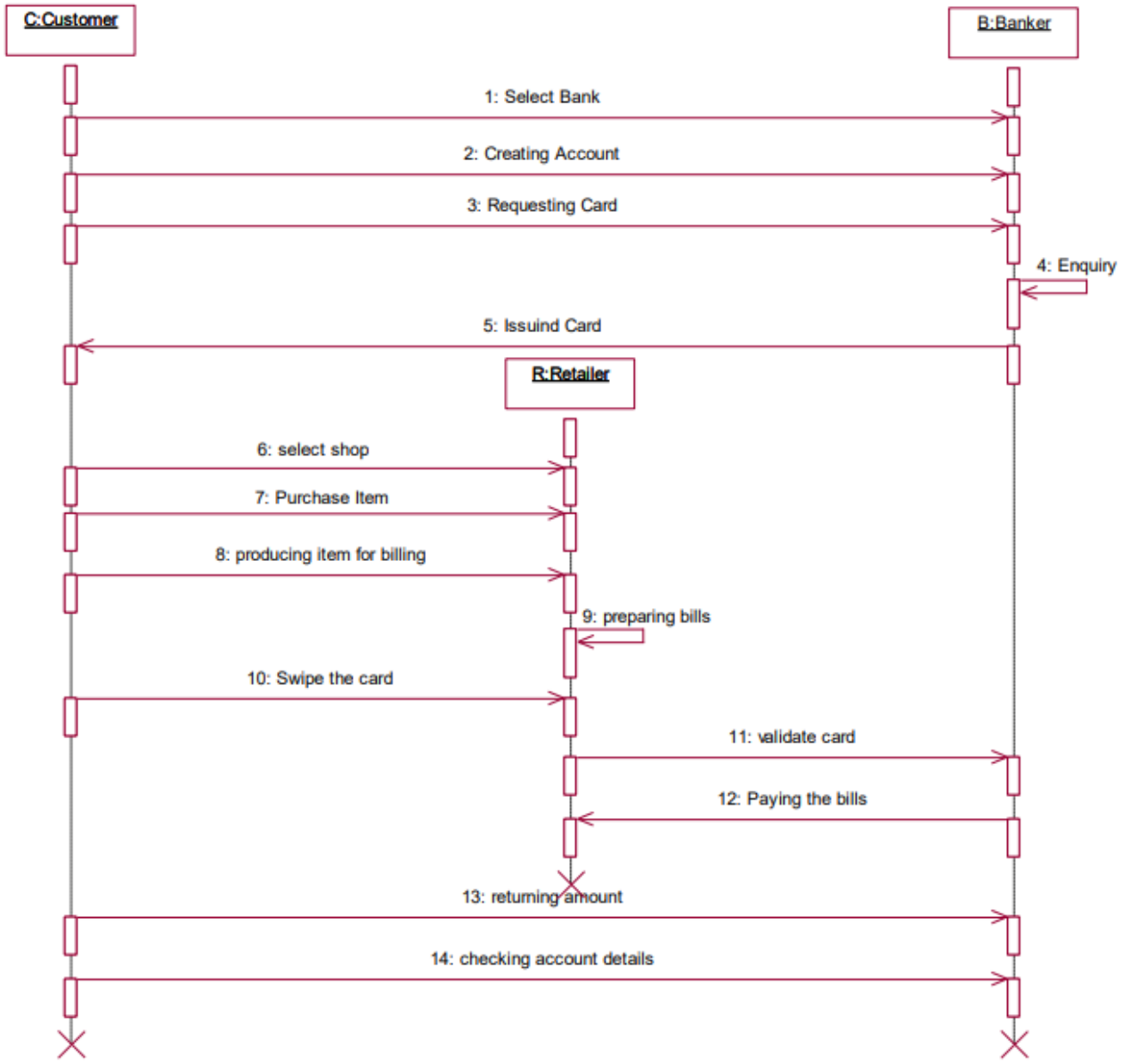

Fig. SEQUENCE DIAGRAM

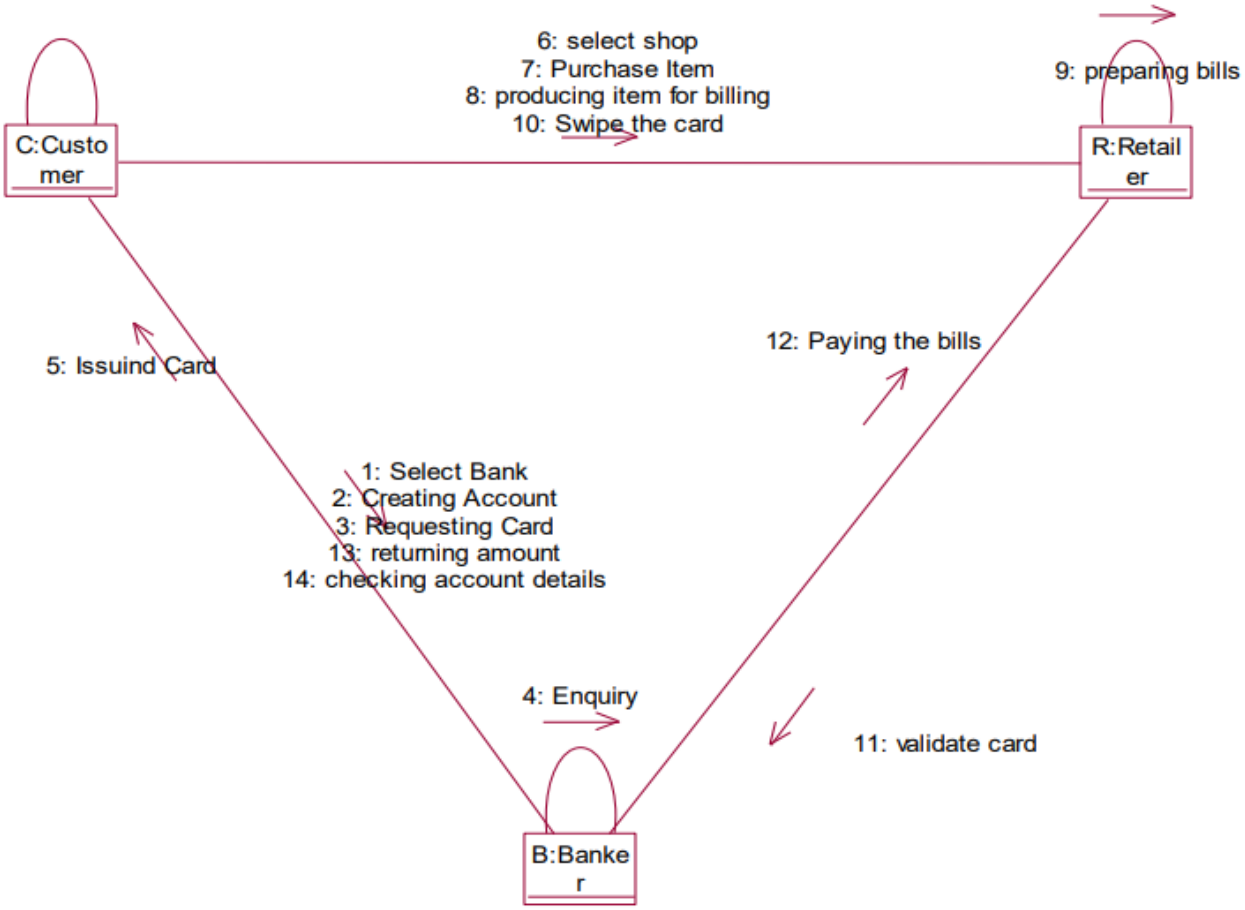

Fig. COLLABORATION DIAGRAM