Currency Analyzer

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B.Sc.(Hons) in Software Development

APRIL 2018

Final Year Project

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Contents

About this project

Abstract   A brief description of what the project is, in about two-hundred and fifty words.

Authors   Explain here who the authors are.

Chapter 1

Introduction

The introduction should be about three to five pages long. Make sure you use references.

Throughout our four years of Software Development at Galway-Mayo Institute of Technology, we have continuously been encouraged to maintain a comprehensive knowledge of the trends within the technology industry, and to embrace the ever-changing nature of the industry. Our time in

When we began our journeys on this path in 2014, cryptocurrency was a relatively unheard of term to the average individual.

1.1 Intro to Crypto

Since the first signs of digital finance arrived in the 1970s, the financial services industry has relied more and more on new technologies and advancements in existing technologies. With the advent of the internet in the 1990s, becoming popular and more accessible in the 2000s, online banking became a commonplace financial service. As the internet grew and became faster, we witnessed an increase in both companies and individuals taking advantage of digital finance, with respect to buying and selling goods and services, and even trading stock.

Need to discuss digital currency from 1990s, DigiCash - form of early electronic payment, aimed to be anonymous, keys and all that.

One of the most notable developments in financial technology in recent times is that of decentralised cryptocurrency, a concept first introduced in 2009 with the development of Bitcoin, the first of its kind. Much like traditional currency, any cryptocurrency is an asset, designed to be traded in exchange for goods and services.

Herein lies the inspiration for our project - cryptocurrencies are seen to be

a complicated concept, almost unreachable, to anyone without a good working knowledge of both the technologies behind the idea (as well as knowledge of how currencies fluctuate?).

Security features, bitcoin wallet complicated etc, fluctuations in TCs due to war/government etc vs flucs in CCs down to sheer hype/demand etc.

1.2 Context

- Provide a context for your project.

- Set out the objectives of the project

- Briefly list each chapter / section and provide a 1-2 line description of what each section contains.

- List the resource URL (GitHub address) for the project and provide a brief list of the main elements at the URL.

Chapter 2

Methodology

About one to two pages. Describe the way you went about your project:

- Agile / incremental and iterative approach to development. Planning, meetings.

- What about validation and testing? Junit or some other framework.

- If team based, did you use GitHub during the development process.

- Selection criteria for algorithms, languages, platforms and technologies.

Chapter 3

Technology Review

About seven to ten pages.

- Describe each of the technologies you used at a conceptual level. Standards, Database Model (e.g. MongoDB, CouchDB), XMl, WSDL, JSON, JAXP.

- Use references (IEEE format, e.g. [1]), Books, Papers, URLs (timestamp) – sources should be authoritative.

Chapter 4

System Design

As many pages as needed.

- Architecture, UML etc. An overview of the different components of the system. Diagrams etc... Screen shots etc.

Column 1	Column 2
Rows 2.1	Row 2.2

Table 4.1: A table.

Chapter 5

System Evaluation

As many pages as needed.

- Prove that your software is robust. How? Testing etc.

- Use performance benchmarks (space and time) if algorithmic.

- Measure the outcomes / outputs of your system / software against the objectives from the Introduction.

- Highlight any limitations or opportuni-ties in your approach or technologies used.

Chapter 6

Conclusion

About three pages.

- Briefly summarise your context and ob-jectives (a few lines).

- Highlight your findings from the evalua-tion section / chapter and any opportuni-ties identified.