**PROJECT BankSimulator**

Version history

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| --- | --- | --- | --- |
| Version no | Date | Changes | Done by/Approved by |
|  |  |  |  |
| 1.0 | 16.12 | Document done | TOPR |
| 0.01 |  | Base document | Phe |

## CONTENT

# PROJECT DESCRIPTION

The project is part of a software engineer study plan. The project team aimed to develop software used to simulate the functionality of the ATM. The software connects to the database of the bank service and provides an interface to the bank account of the user identified by ID-card number and PIN-code. After reading the card and entering the PIN, the user is able to withdraw or deposit money, view previous account events, and pay bills.

# PROJECT SCHEDULE AND OUTCOMES

The project had four weeks schedule and was finished in time. The software works as it is supposed to. The user can log in to the bank interface by providing a valid bank card and PIN-code. After logging in, the user can perform the specific ATM operations. Along with the working program, a lot of documentation was created to help to describe the core functionality and structure of the system.

1. **OVERALL ASSESSMENT OF PROJECT IMPLEMENTATION**

At first, the project had some difficulties getting started due to a lack of guidance. However, once we got the project started and had some foundation, everything went forward quite smoothly. There could have been more communication between the team members, but in the end, everyone got to implement a feature available in the final application.

# EXPERIENCE OF USED TOOLS

Qt Creator had some issues with drivers and other plugins, but they got solved. Git also had some merging conflicts. MYSQL-workbench, RFID-reader, and StarUML worked as intended.

1. **ASSESSMENT OF THE PROJECT SUCCESS**

Every expectation was met and even surpassed. Required core functionality works as expected, and some bonus features were also added.

1. **PERSONAL EXPERIENCES AND LEARNING**

The project offered excellent insight into the documentation and the whole development process. It also provided an excellent overview of the Qt application framework. Also, a lot of good design practices were learned by trial-and-error.

1. **STUDY SELF ASSESSMENT**

GitHub and its usage through Git went more in-depth than previously with all of its conflicts. Also, slots and signals alongside timer and DLL functionality brought a lot of new valuable information.