

20CYS202 USER INTERFACE DESIGN

E-WALLET UI DESIGN



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1.What is E-wallet?

E-wallet is a type of electronic card which is used for transactions made online through a computer or a smartphone. Its utility is same as a credit or debit card. An E-wallet needs to be linked with the individual's bank account to make payments.



E-wallet is a type of pre-paid account in which a user can store his/her money for any future online transaction. An E-wallet is protected with a password. With the help of an E-wallet, one can make payments at canteens ,stores, among others.

E-wallet has mainly two components, software and information. The software component stores personal information and provides security and encryption of the data.

The information component is a database of details provided by the user which includes their payment method, amount to be paid, payment details, etc.

For setting up an E-wallet account, the user needs to go to the website on his/her device, and enter the relevant information required. After spending, the E-wallet automatically fills in the user's information on the payment form.

To activate the E-wallet, the user needs to enter his password. Once the payment is made, the consumer is not required to fill the order form on any other website as the information gets stored in the database and is updated automatically.

2. user analysis

- User requires a Secure payment system with all the transaction kept in record using the reference identification number.
- The secure payment system also is backed up with a money-back guaranteed if any problem occurs in a transaction.
- The set-up of the transaction process is user-friendly, where a customer can easily access the monthly spends.



- The payment process at a store is straightforward with only three steps involving scanning the payment code, entering the amount and password, and then the transaction process is complete.
- E-wallet provides convenience for users to make a purchase. The result correlates with the expectation theory, which indicates that the confirmation of users' expectation will lead to their satisfaction

3. SYSTEM PROTOTYPE

The process of the transaction starts with the registration of E-wallet to access online platform that is managed by the e-wallet provider. The buyer will pay the product price using e-wallet service in the stores.



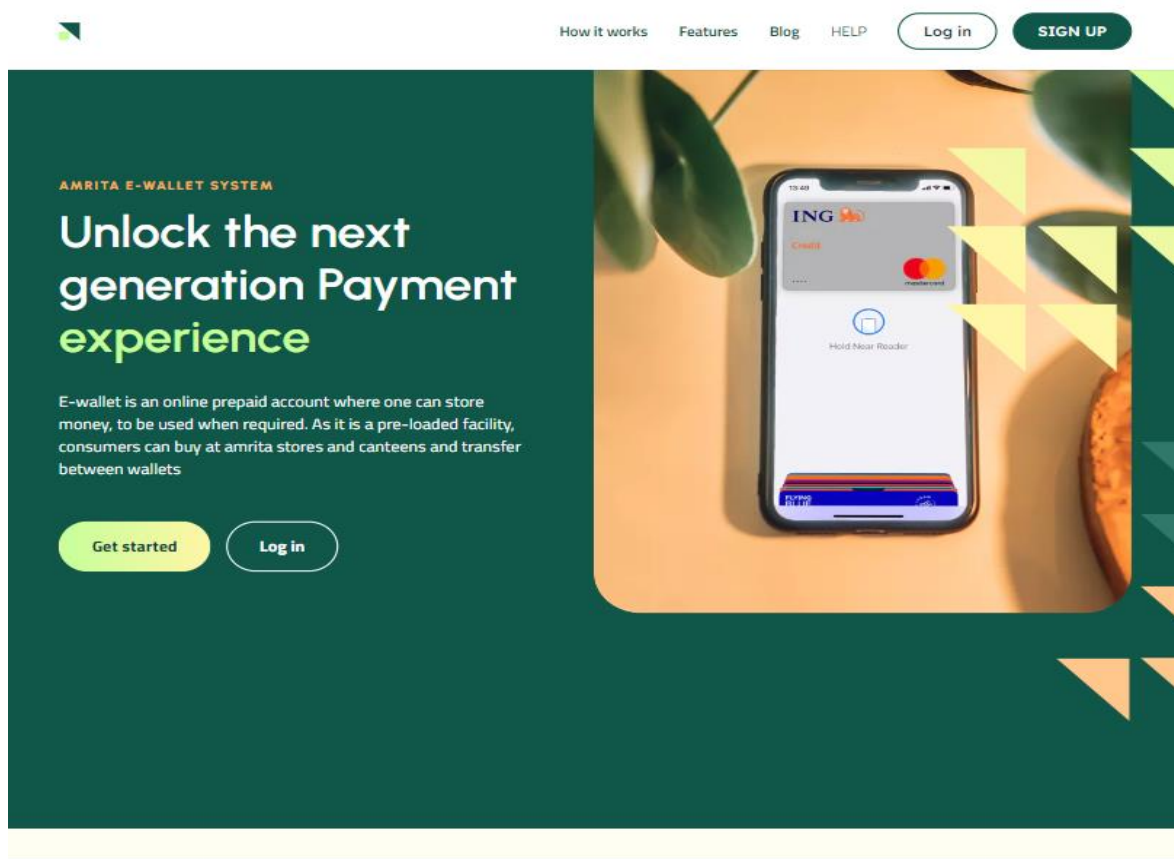
E-wallet provides user-friendly cash reload system. They can add money by paying cash at the counter or by upi method.

E-wallet payment method also supports peer fund transfers that enable smooth cash movement among users of the e-wallet system.

Then, the transaction is complete with a record saved in the database with the reference identification number for each transaction. Next, the purchasing loop continues with reloading cash or checking cash balance in e-wallet software.

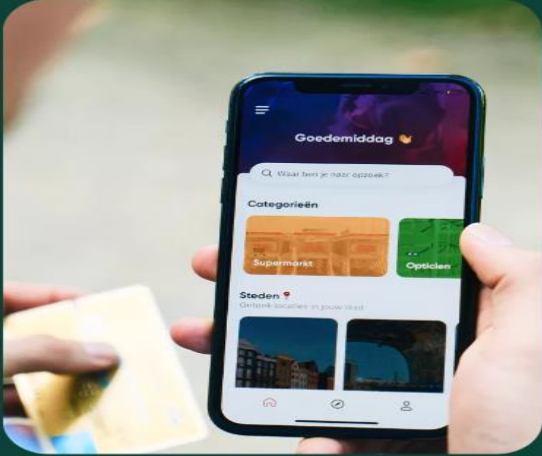
4. user interface

HOME PAGE



By clicking get started the page will get into the below page. The page will tell the instructions how to register

SIGNUP PAGE



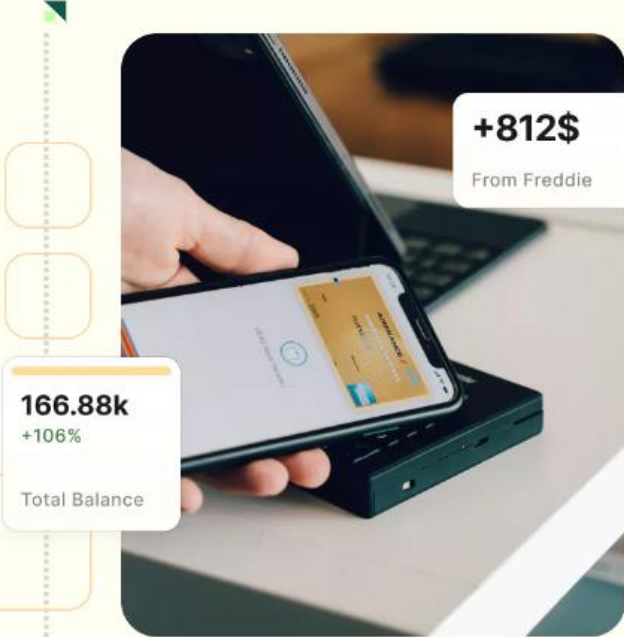
GET STARTED

Open your account today

- 1 GO TO E-WALLET STORE**
Go to e-wallet registration area which is located in store area near main ground and register your e-wallet
- 2 ADDING MONEY**
Now you can add money via paying cash at the counter or add via upi .
- 3 USING AND PAYMENT HISTORY**
Now you can spend at any amrita store in campus you can transfer between wallets and you can see your transaction history by logging into e-wallet .

After registration you can directly login into the page and track your spends and balance.

Login page



How it works Features Blog **HELP** **LOG OUT**

TRACK YOUR PAYMENTS

Now track your spends easily. By clicking THE BUTTON

PAYMENT HISTORY

HELP PAGE

FAQ

Frequently Asked Questions

Is this a Free or Paid service?

+

Can we use out side of campus?

+

Can we link our bank account?

+

Do you have an iOS or Android app?

+



CREATED BY

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