UNIVERSITY OF RWANDA

JAVA ADVANCED PROGRAMMING
SOFTWARE PROJECT

MY E_WALLET

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GROUP TWO

Software project: Is the complete procedure of software development from requirement gathering to testing and maintenance, carried out according to the execution methodologies, in a specified period of time to achieve intended software product.

SOFTWARE DEVELOPMENT LIFE CYCLE

Is a process of planning,creating,testing,and deploying information systems across hardware and software.

1. PLANNING

Introduction

MY E_ wallet system refers to secure money management app or online platform that allows you to deposit, withdraw, transfer your money or used for online made transactions through a computer or mobile phone.it securely stores your pocket information and Details.

OBJECTIVE AND GOALS

The main objectives of e_wallet are to make the use of cashless systems and allow the access of financial information without the use of credit cards.

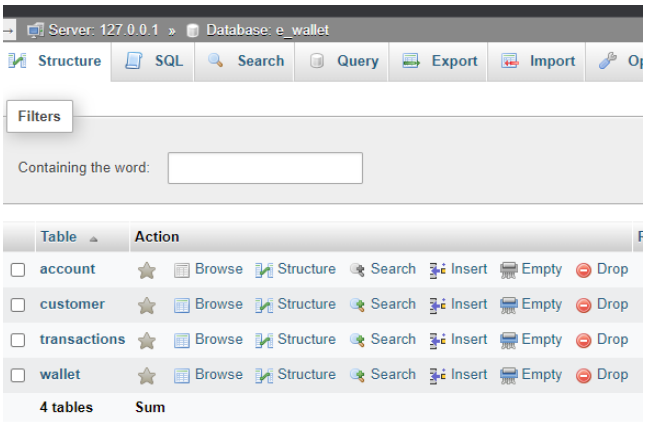
PROBLEMS TO BE SOLVED

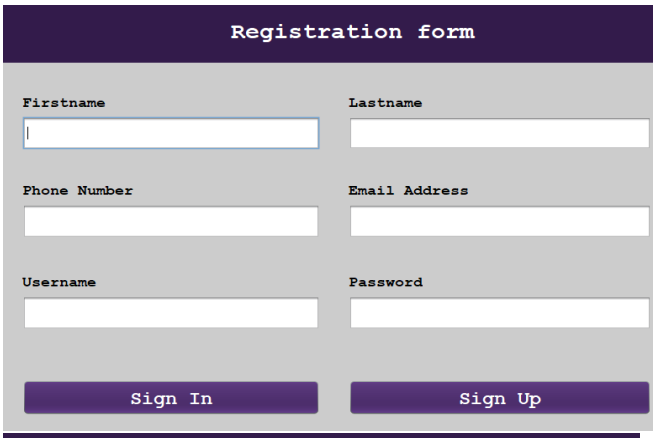
- Mobile wallet is actually solving a more problems than we realize. Amongst the major problems one is carrying cash everywhere you go! Helps you cut down on the hassle of carrying money and having everything handy in you mobile.
- Second problem being safe and secured when carrying cash. Mobile wallet are much safer way of transacting and no question of any theft at all!!Of course you have to be careful of with whom you share your wallet details.
- This system will eliminate the need for a bank account for transactions.
- Problem of money organization where it helps you to organize your pocket through transactions that have been recorded.
- Problem of cost-inefficient: This system usually offers all its services for free. However, some transactions come with a small service fee, e_wallet do not charge any additional cost for users.

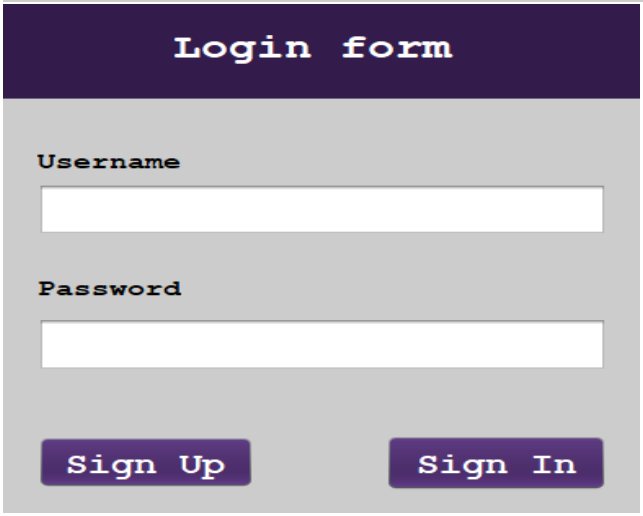
MY E_ wallet Design

Firstly, user enters his/her information through registration process (signing up) so that he/she may be able to have an account to make sign

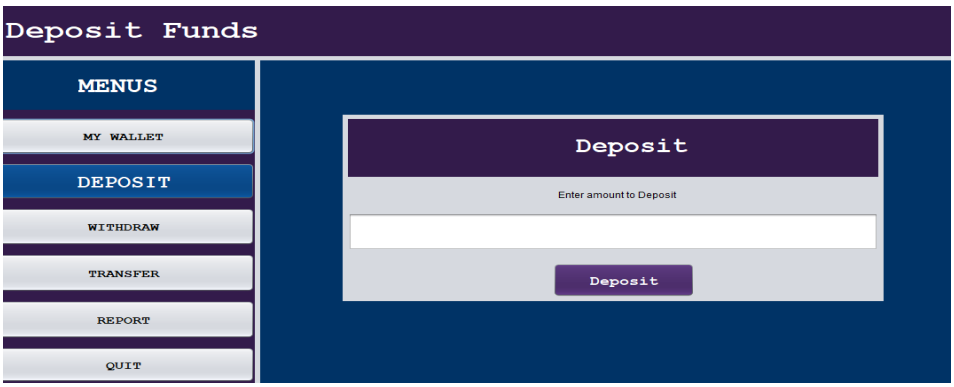
in to his wallet.in the sign in page is where he enters the information that he used in registration like username and password so her/his information can be selected from customer table.as we have database with different tables that helps to make the system work properly or running well.so our database name is e_wallet and have some different tables such as: account,customer,transactions,wallet. The e_wallet design contains menus such as, my wallet, deposit, withdraw, and transfer, report, quit.



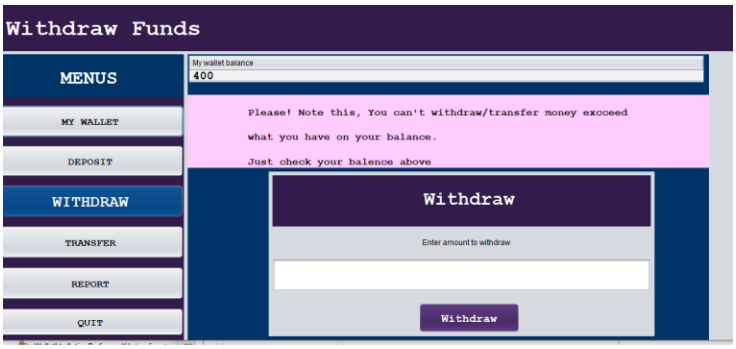




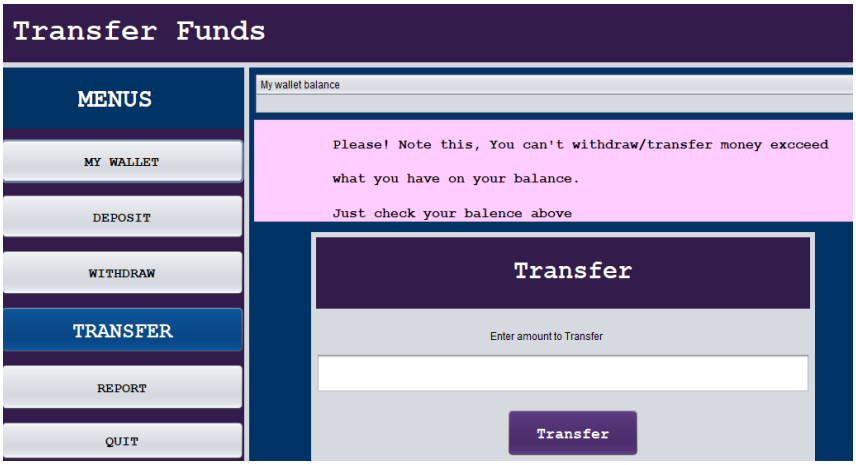
In that way there is another option where user can deposit his money to his wallet where he may be able to add cash to his wallet so that money can be added to the wallet.



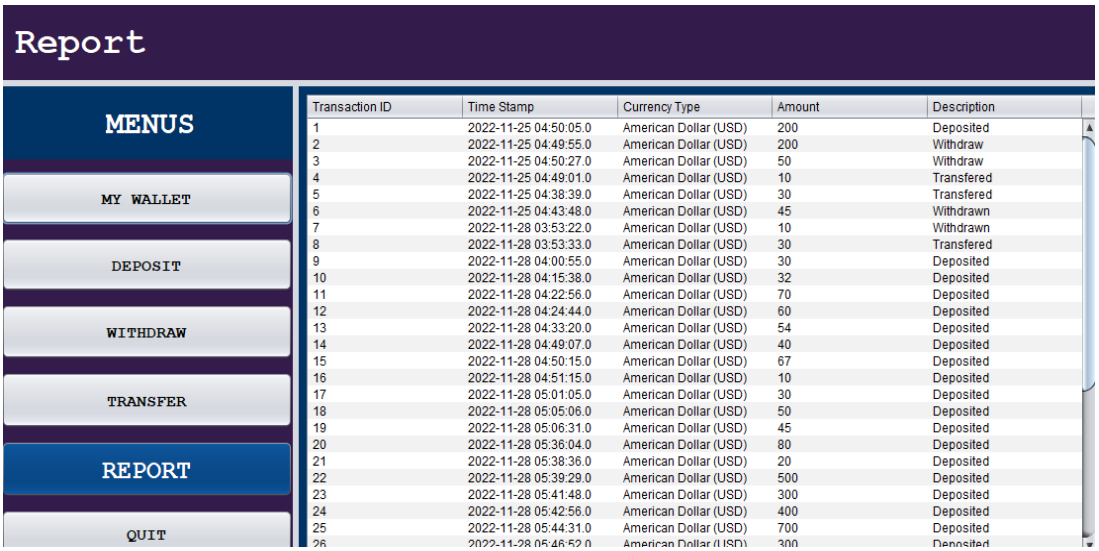
As user can be able to deposit the same as can be able to withdraw some amount of money from his wallet at any time.



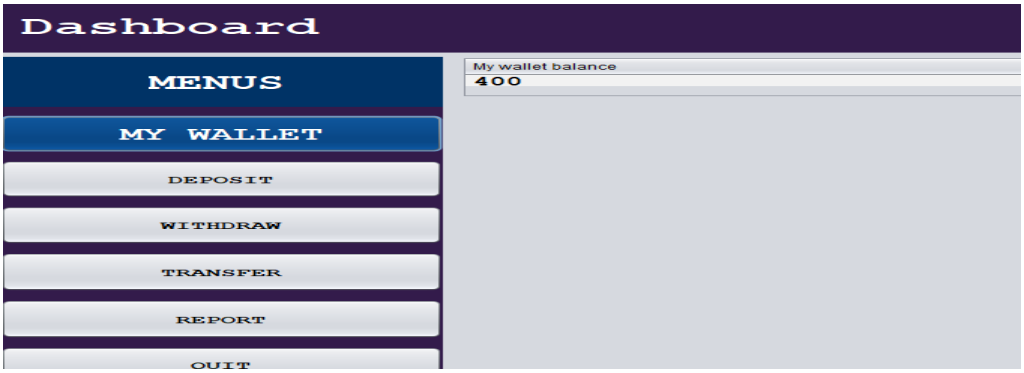
And also user can be able to transfer his money to anyone else by entering some amount of money as follows:



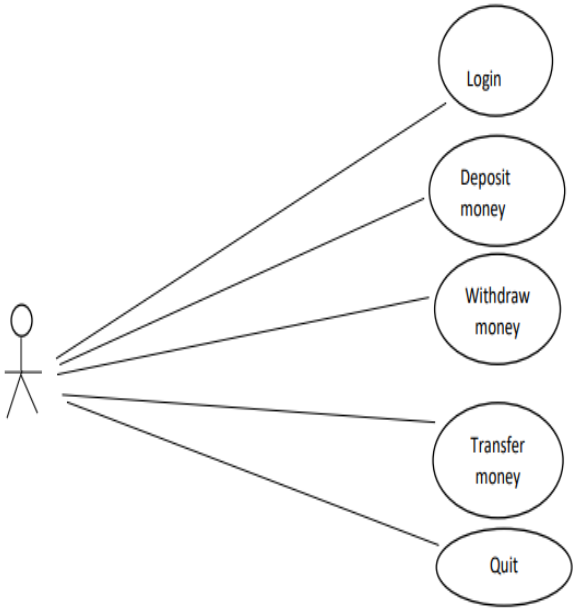
After this all there is a report that shows all the transactions that user has made ,in this page is where user can see all the amount that has been deposited,withdrawn,transferred, and can be able to control his wallet through report.



And there is another page called My wallet, this one is all about the amount that user has to his wallet where this calculate all the amount that have been deposited,withdrawn,transferred and show the real or exactly amount that user has or remains on his pocket or wallet.



Interaction of user with e_wallet system



2.Development

- We developed the system backend and frontend parts using java programming language as well as NetBeans IDE.
- For frontend parts, we used swing controls generated from NetBeans to create forms, buttons, labels as well as user interface as whole.
- We used MySQL as database management system to hold backend data.
- We create interactions between user interface components such as forms and buttons using java programming language syntaxes.
- We used com.mysql.jdbc_5.1.5.jar as library handling MYSQL connection with the system.

3.Testing

Open a project in Apache NetBeans.

Open xampp server to start MYSQL.
Run sign in page.
Enter credentials of user (username and password).
If username and password correct. The user gets

welcome message to the system. Unless username and

password are correct, the user is denied to enter in

system.

Once the user gets logged in the system click:
My wallet menu: This shows user his wallet balance.

Deposit menu: enter some amount of money that you need to deposit and then click on Deposit button so that can be added to the wallet.

Click **my wallet** button to back to the landing page.

Withdraw menu: enter some amount of money that you need to withdraw and then click on Withdraw button.

Click **my wallet** button to back to the landing page.

Transfer menu: enter some amount of money that you need to transfer and then click on Transfer button.

Click **my wallet** button to back to the landing page.

Report menu: this will show you all the details of your transactions like Transaction ID, Time stamp, Currency type, amount, Description.

Click **my wallet** button to back to the landing page.

Quit menu: this will allow user to log out his account to the app.

4.Deployment

- Installing MYSQL as database management system.
- Download and configure com.mysql.jdbc_5.1.5.jar as library handling MYSQL connection. o Use portable storage device to transfer project from development computer to the any library's librarian computer.
- Run project file and start using the system.

5. Maintenance

During this phase our software is going to be monitored to ensure that it continues to function as it was designed to,and repairs or upgrades will be performed as needed.

6. Archiving

Here we will create an archive for our project which will be like a user guide containing all the ways,documents needed to use and understand the use of our project.