BankSimul

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Introduction

The aim of this poster to present BankSimul project documentation, planning, demo product manufacturing and final product.

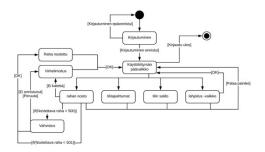State diagram of this product are presented in figure 1.

FIGURE 1. State diagram

Objectives

Purpose of this project was to define, plan, produce a ready tested BankSimul software to the customer.

Most important purpose of this project was produce a working software that satisfies a customer needs. Another important purpose was to increase supplier project members knowledge of produce a software project. Project was based of the EVO-waterfall model.

Methods

Demo version of this project are limited to work only in laboratory platform. In software customer log in the system using a personal RFID-key and 4 number pin code. Successful log in leads into main menu. In main menu user can choose different functions using touch screen. For example show account balance and withdraw money.

Main menu is shown in figure 2.

FIGURE 2. Main menu

Results

As a result there were produced a product what was planned in the project contract. Product fulfilled all the customer demands and it was produced in schedule.

Additional function of the project group was to add "donate money" function and additional confirmation needed if user try to withdraw over 500 euros.
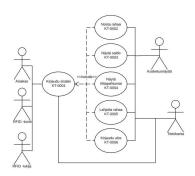

FIGURE 3. Use case diagram

Conclusions

The project was appropriately challenging as a whole. Therefore a lot was learned working on it. A great deal was also learned about documentation and teamwork because of the importance of these matters in the project.