#### UPI BOOK KEEPER

## **API ENDPOINTS:**

POST/ register: For creating new user with username and password.

POST/ login: Authenticates user with username and password.

GET/ Profile: Verifies and returns the user information.

GET/ transaction: To retrieve the history of the transactions.

GET/transaction/id: to retrieve the history of the transactions by specific id provided.

PUT: To update the existing user details or the bank account details.

DELETE: To delete the user account.

#### CLIENT:

Header.js – Provides user to navigate through the application and manage their account.

App.js – To call all the files containing main logic.

Layout.js – To provide layout for the application.

Index.js –To set up the entry point.

Analytics.js – income, expenditure, and category wise transactions are displayed in pie chart according to the user required time period (daily, weekly, monthly) using D3.js.

### **PAGES**

- Register creates new user with phone number and password
- Login Authenticates user with phone number and password.
- Home Displays contact button, UPI button, history and when clicked will navigate to the particular page and performs operations.
- Transaction To initiate the transaction by contact no/UPI id/bank account details, Description (if necessary) and amount.
- History displays all the transactions that are successful/failed.

#### **USER ROLES**

Owner- owner has access to see the transactions, make payment and edit user account / bank account details and access to view analytics.

Shop keeper - Shop keeper should only have the access to see the transactions whether successful or not.

# **COLLECTIONS/TABLES**

User:

Username, full name, password, role

Shops:

Shop name/Owner name, user id

Transactions:

Transaction id, Amount, Transaction status, debited from/Credited, transaction date and time

Card details:

Card number, name on cards, cvv, expiry date, upi id

Banks:

Bank account number, account holder name, IFSC code

Sessions:

User id, session id, session start time, session time