“UNIVERSIDAD CENTRAL DEL ECUADOR”

Project: Wallet Java

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Subject: Programming 1

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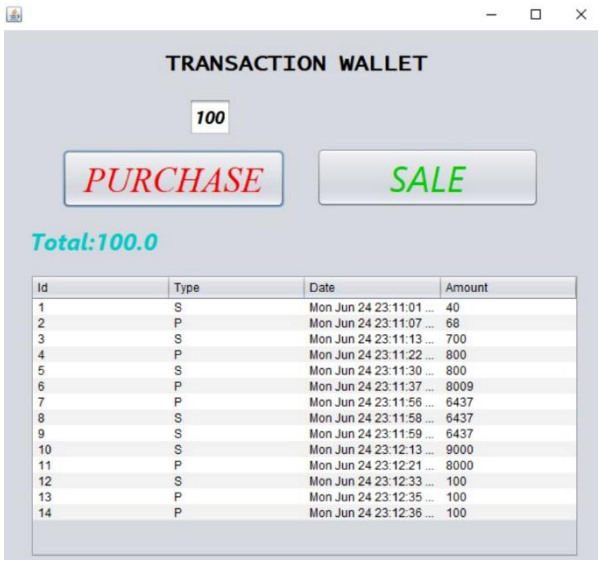
1. Program.

The program we have developed aims to meet the needs of the community by facilitating transfers for both purchases and sales. This initiative is designed to help individuals conduct their financial activities in a safe and convenient manner. By streamlining the transaction process, we hope to enhance financial accessibility and security, ultimately empowering community members to manage their finances more effectively.



2. **Content visualization**

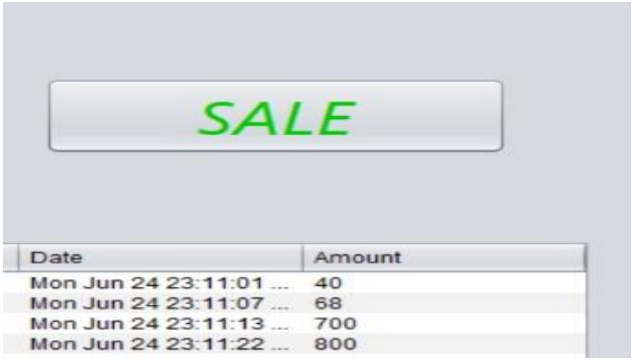
The program starts with an initial balance of $100, which the user can use for their financial activities. In the first interface, the start of the program and its different functions are shown.

3. **Purchase Functionalities**

Upon launching the app, users will find a button labeled "Buy." They can enter the purchase amount in a specific text field. When you click the "Buy" button, the transaction is recorded in a table showing the amount and other relevant details. This amount is added to the account total and the new balance is instantly updated in a visual label.

4. Sale functionalities

The application includes a button called "Sales". The user can enter the sale amount in a designated text field. When you click the "Sales" button, the program records the transaction in the same table used for purchases, adding a new row showing the sale amount. This amount is deducted from the account total and the new balance is reflected on the visual label.



5. Functional Requeriments

I. Include a make purchases button that takes the value entered in a text field, and when this button is clicked, records the purchase in a table. The purchase value will be added to your account total and updated in a visible label.

II. Include a button to make sales that takes the value entered in a text field, and when this button is clicked, records the sale in the same table where purchases are recorded. This new row will show the sale amount, and the sale value will be subtracted from the account total, updating in the corresponding label.

III. Display the account total that includes all sales and purchases made through the program, starting with a starting balance of 100 and displaying it in the graphical interface.

IV. The purchase/sale must be stated at the time of registration.

V. All activities carried out will be recorded in the table, including both purchases and sales. Each entry in the table will contain details such as the date and time of the transaction, the type of transaction (buy or sell), the amount involved, and the updated account balance after the transaction. This record will allow maintaining a complete and transparent history of all financial operations carried out through the program.

6. Non-functional Requeriments

I. It is an accessible and easy-to-use desktop application. It is designed to work on Linux, Windows and Mac operating systems, as long as the Java JDK is installed.

II. It must be intuitive and easy to use, with a simple interface that allows you to control and understand all its elements without confusion, especially designed for users with little technological experience.

III. The program must operate smoothly and error-free to effectively meet customer requirements.

IV. The program will work for users who have at their disposal a PC with the necessary features to run it optimally and without performance problems.

V. The program itself is interactive, allowing users to perform actions such as entering values, clicking buttons to record purchases and sales, and viewing real-time updates.

7. Conclusions

- The program includes very easy-to-understand functions to facilitate user understanding. From its intuitive interface to its clear buying and selling processes, it is designed to be accessible even to users with limited technological knowledge.

Additionally, it provides immediate feedback on any action taken, ensuring a smooth and satisfying experience.

- Upon startup, the program establishes a predefined initial balance of 100 in the account, which is automatically updated and reflected in the graphical interface after each purchase or sale transaction.

8. Recomendations

- Program Efficiency and Reliability:

The program must be designed to operate error-free and efficiently, thus ensuring that it meets the needs of customers effectively. This means that purchase and sale transactions are recorded correctly and the account balance is updated in real time.

- Accessibility and Usability:

It is crucial that the program be easily accessible and usable. This is achieved through an intuitive interface that makes it easy to understand the program's functions, even for users with limited technological knowledge. Immediate and clear feedback on actions taken is essential for a satisfactory user experience.

- Compatibility and Technical Requirements:

The program should be compatible with multiple operating systems such as Linux, Windows and Mac, as long as Java JDK is installed. This ensures that customers can use the program on a wide variety of platforms, thus increasing its accessibility and usefulness.

- Essential Features:

It must offer essential functions such as the ability to make purchases and sales clearly and accurately. Each transaction must be properly recorded in a table, displaying details such as the

transaction amount and automatically updating the account balance visible on a label or similar element in the interface.

- Security and Trust:

Ensuring the security of transactions and data integrity is paramount. The program must implement robust security measures to protect users' financial information and ensure trust in its use.

9. Bibliography

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