<<PROJECT REPORT ON>>

USE CASES FOR A BANKING APPLICATION

&

CLASS DIAGRAM FOR AN E-COMMERCE SITE

[Report Submitted To]

Shupta Philip Richard

Senior Lecturer

City University, Dhaka-1215

[Report Submitted By]

Name: Mehedi Hassan Shobuj

Roll: 171442577

Department: CSE (EVN)

Batch: 44th

Contents

1. Banking Application Use Cases

This report is based on a simple banking application which visualize each of the use case for a simple Banking Application. The below diagram shows how each use case shall operate:

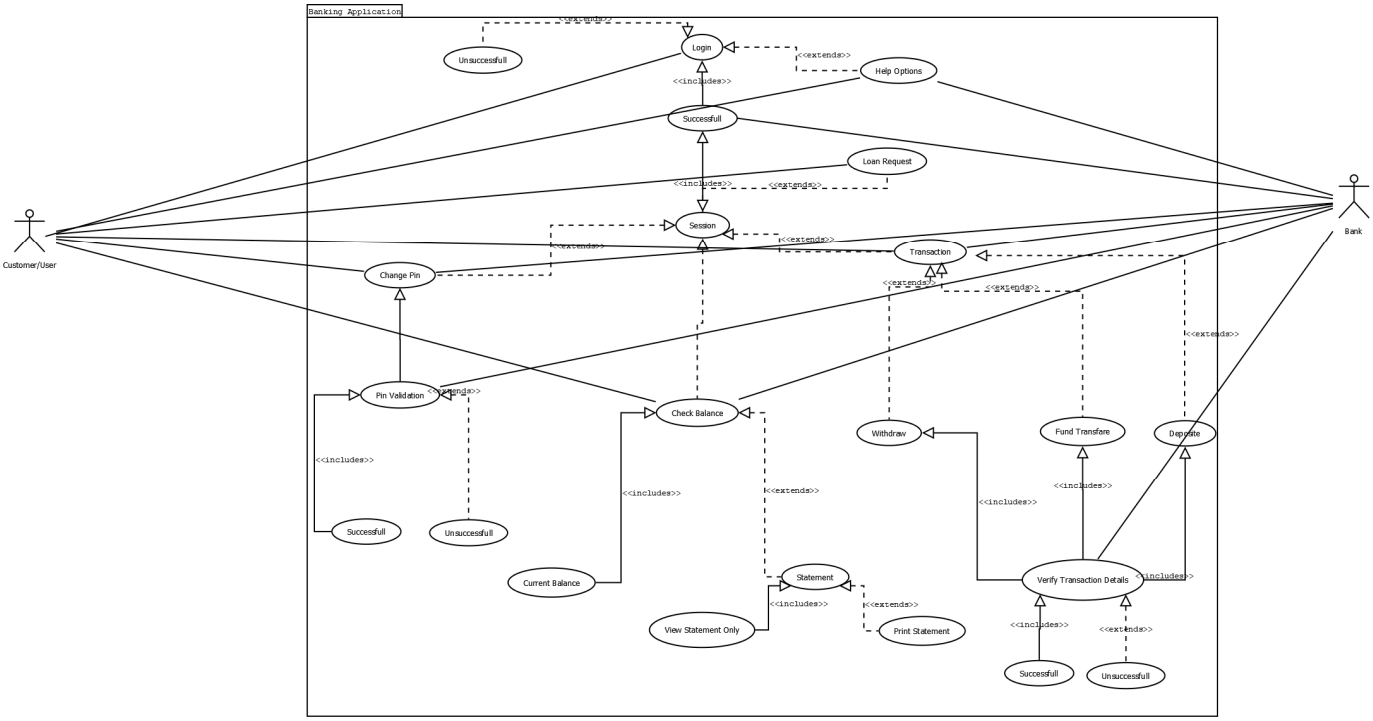

Fig 1.0: Banking Application Use Case

Each use case from the above diagram is given below:

i) **Login:** Each Customer/User must login before executing any further use cases. The Bank verifies if the user authentication is valid or not.

ii) **Session:** If the authentication is verified by the bank then a session is created with the Application server between Customers, which enables user to perform other operations into the system.

iii) **Change Pin:** A user shall able to change of his own password/pin. The password/pin change is validated by the Application Server Protocols.

iv) **Check Balance:** A customer/user can check his balance in two type of operation.
   a) **Current Balance :** Customer can check their current balance how much is into the bank
   b) **Statement:** Or they can get a Statement with transaction Details for a limited duration. The statement is available in “View Only Mode” or in “Printing Mode”

v) **Withdraw:** Customers is able to withdraw their money in cash if the transaction is validated by the Bank.

vi) **Fund Transfer:** Fund Transfer is one of the most important part of this application. Customer have to give all the required information's about the transaction then these information's are validated by the bank. Only valid transaction gets to the successful state.

vii) **Deposit:** Customer might have to deposit their account from other accounts from the same or other banks. This use case is also validated by the bank if the transaction information is correct only then this Use Case gets into the successful state.

2. E-Commerce Site Class Diagram:

E-Commerce Sites are so much popular nowadays. Below given a simple class diagram which describes the relations between classes in an E-Commerce Site:

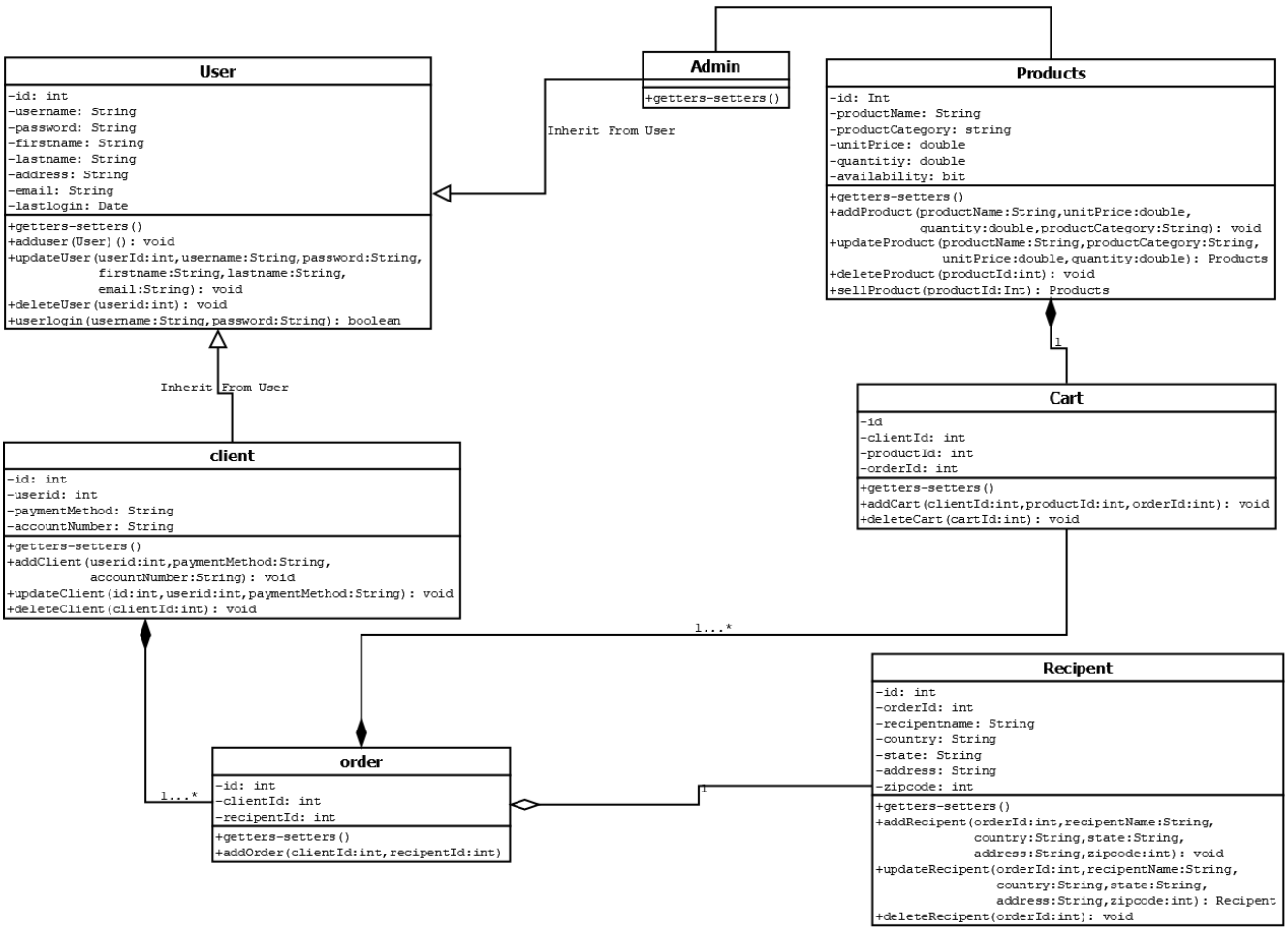

Fig 2.0: Class Diagram For an E-Commerce Site

Each Classes are described below from the above diagram:

i) **User:** The User class is the Super Class for both “Admin Class” and “Client Class”. All the basic information which is common between an Admin and Client are described into this class.

ii) **Client:** This Class inherits all the properties from the “User” Class. Clients are basically allowed to purchase and manage their profile only.

iii) **Admin:** This Class also inherits all the properties from the “User” Class. This user is permitted to Manage All Users, Products and Orders into the system.

iv) **Order:** Order Class basically are tightly coupled with the “Client Class”. The “Order Class” and The “Client Class” have a composition relation which ensures that every order must have a client before the Order class is created.

v) **Recipient:** A recipient class contains all the information about whom the products are going to be delivered. The recipient is Loosely Coupled with the Order Class. Which means that even if the Order is deleted the Recipient Information will still exist for future operation.

vi) **Cart:** The cart class simply maps the relation between each product to a specific Order. The cart class is tightly coupled with both “Order” and “Product” Class. Both relation is in many to many order.

vii) **Products:** This class is an independent class. It have a simple association relation with the Admin Class, so the admin is able to manage all the products.