**1.INTRODUCTION**

The project is an android application named ‘Saintgits Payment Portal’ where students can pay fees like tuition fees, mess bill, hostel rent, college bus fee etc. through online payment.The module description for this are:

**Server Module**

* Student Profile Creation

The server side creates a database which holds the details of each student in the table. The table consists of the students’ Id, name, course, contact, email, password.

**Android Module**

* Profile View

The android module displays the student profile information by retrieving information from the server. From this the student will be able to view their details in the form of a profile after a login.

* Payment

The android module integrates the PayPal SDK. It creates a platform for the students to pay their fees.

**2.OBJECTIVE OF THE PROJECT**

Payment gateway refers to an e-commerce service that process, verify and accept or decline direct payments or credit card processing on behalf of merchants using secure internet connections. It is assigned to fulfill the important roles in e-commerce transaction process between merchant and customer. It is used to help facilitating online transactions and get approved by issuer bank.

A payment gateway is important in e-commerce as it helps to transfer the information regarding a transaction between payment portal and the front-end processor or bank.

It uses special encryption and verification technology since online shopping will involve with distance and anonymity. It is to ensure the legitimate transactions is securly transmitted to processsor. The project deals with integrating Paypal payment gateway into the mobile application. Thus the student can access the application. The project gives a platform for the students to pay their fees using the Paypal gateway provided by the application.

**3. SYSTEM STUDY**

System study involves studying a procedure in order to identify its goals and purposes and create systems and procedures that will achieve them in an efficient way.

* **EXISTING SYSTEM**

The existing system involves the manual way of payment. The students have to go to the bank and pay their fees through challan method. The students have to stand in long queues to pay their fees. It is quiet time consuming.

* **PROPOSED SYSTEM**

The proposed system is an android application which provide students of a college to access their Paypal account and pay their fees. The application also stores the details of each student and display them after login. It eliminates the need to visit a bank nearby and pay the fees by cash or cheque using challan.

**4. FUNCTIONAL SPECIFICATION**

A functional specification is used to describe in detail for software developers a product’s intended capabilities, appearance, and interactions with users. The main capability of this project is to integrate the Paypal SDK and provide the platform to pay their fees. The project access the MySQL database and retrieves the student information and displays the information in the form of a profile.

**5. USER CHARACTERISTICS**

The user characteristic explainsthe functional features of the scheduler along with interface details, design constraints and related considerations such as performance characteristics. By making use of this technique the users can secure the whole data and secret data can be protected. So that, there was no difficulty in implementing the proposed system i.e., it is so effective, user friendly and functionally reliable so that the users of the system will not be facing any problem in running the system. Also the software does not affect the other software on the system where the project runs.

**6. HARDWARE SPECIFICATION**

**Smartphone**

* Processor and Chipset : Arm based
* RAM 1 GB or better
* Memory 200 MB or higher

**Development station**

* Intel Pentium processor based windows pc
* RAM:4Gb minimum or higher
* Memory:100Gb

**7. SOFTWARE SPECIFICATION**

* Front end : Android
* Back end : MYSQL
* Platform : WINDOWS 7,8,9,10
* Software : Android Studio, Wamp Server
* Processor : i3

**8. REFERENCES**

Introduction to Android: http://developer.android.com/guide/index.html

MySql Tutorials : http://www.mysqltutorial.org/

PayPal SDK : https://developer.paypal.com/docs/integration/mobile/mobile-sdk-overview/