PAYMENT WALLET APPLICATION

Problem Statement:

To develop a payment wallet application where customers can create accounts, withdraw, fund-transfer, etc.

Abstract:

This project is aimed at developing a payment wallet application for a bank. This application can be used by the customers to perform operations like deposit and withdraw with ease.

Functional Components of the project:

There are a list of functionalities given, the customers should be able to easily access the services in the application

There are six modules in the applications.

Customer should be able to:

1. Create account
2. View balance
3. Deposit money into wallet
4. Withdraw money from wallet
5. Transfer funds
6. Print transactions

Layered Architecture is used to develop this application.

The packages include:

* **Bean package**

class Customer

Customer id

Customer name

Customer email

Customer phoneNo

Balance

Getters and setters

* **Service package**

interface IApplicationService

void createAccount();

void showBalance();

void deposit();

void withdraw();

void fundTransfer();

void printStatement();

class ApplicationService extends IApplicationService

void createAccount() {}

void showBalance() {}

void deposit() {}

void withdraw() {}

void fundTransfer() {}

void printStatement() {}

* **Dao package**

interface IApplicationDao

void createAccount();

void showBalance();

void deposit();

void withdraw();

void fundTransfer();

void printStatement();

class ApplicationDao extends IApplicationDao

void createAccount() {}

void showBalance() {}

void deposit() {}

void withdraw() {}

void fundTransfer() {}

void printStatement() {}

* **ui package**

class Application

public static void void main(String args[])

{

}

* **test package**

Testing for payment application should contain:

Functional testing:

It is the act of testing base functionality of the payment application gateway. It is to verify whether the application behaves in the way it’s supposed to. All the possible test cases must be added.