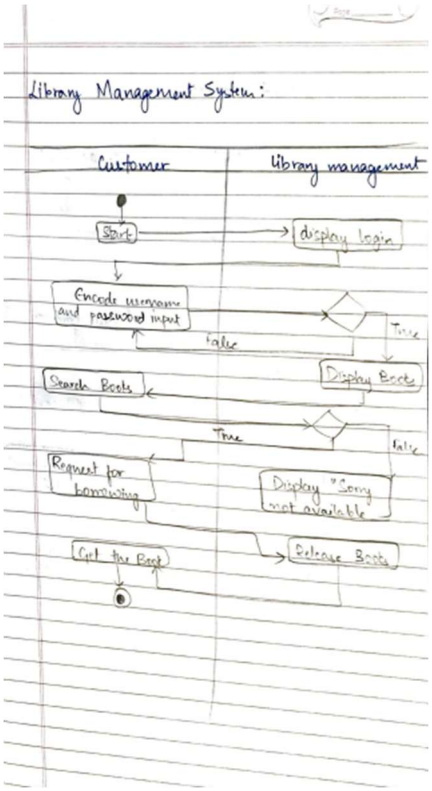
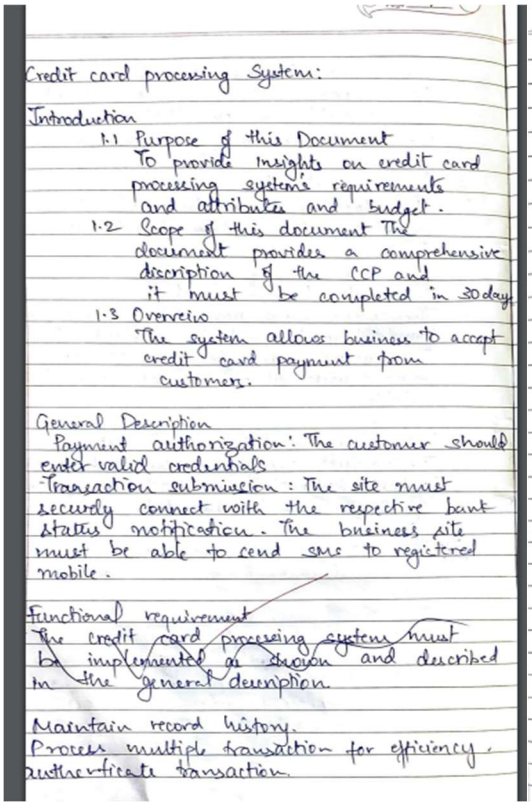


3. Credit Card Management System

a. SRS Document:



Credit card processing System:

Introduction

1.1 Purpose of this Document
To provide insights on credit card processing systems requirements and attributes and budget.

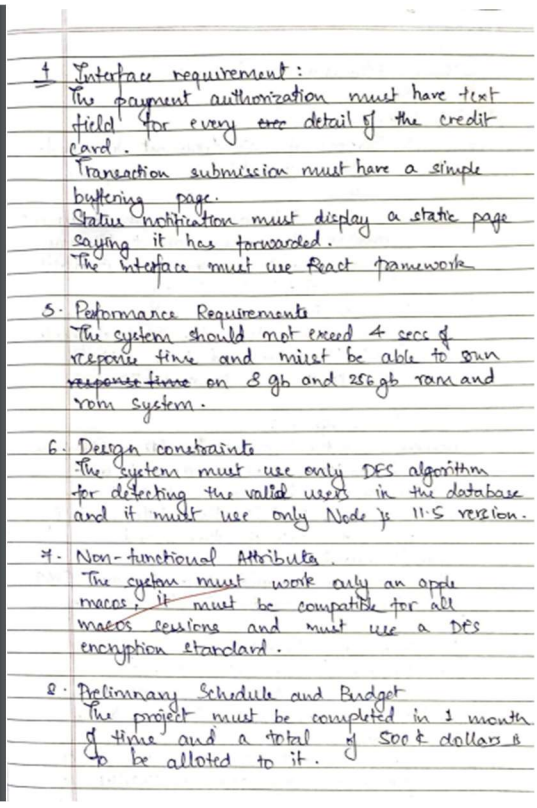
1.2 Scope of this document The document provides a comprehensive description of the CCP and it must be completed in 30 days.

1.3 Overview
The system allows business to accept credit card payment from customers.

General Description
Payment authorization: The customer should enter valid credentials
Transaction submission: The site must securely connect with the respective bank status notification. The business site must be able to send sms to registered mobile.

Functional requirement
The credit card processing systems must be implemented as shown and described in the general description.

Maintain record history.
Process multiple transaction for efficiency.
Authentificate transaction.



4 Interface requirement:
The payment authorization must have text field for every detail of the credit card.
Transaction submission must have a simple buffering page.
Status notification must display a static page saying it has forwarded.
The interface must use React framework

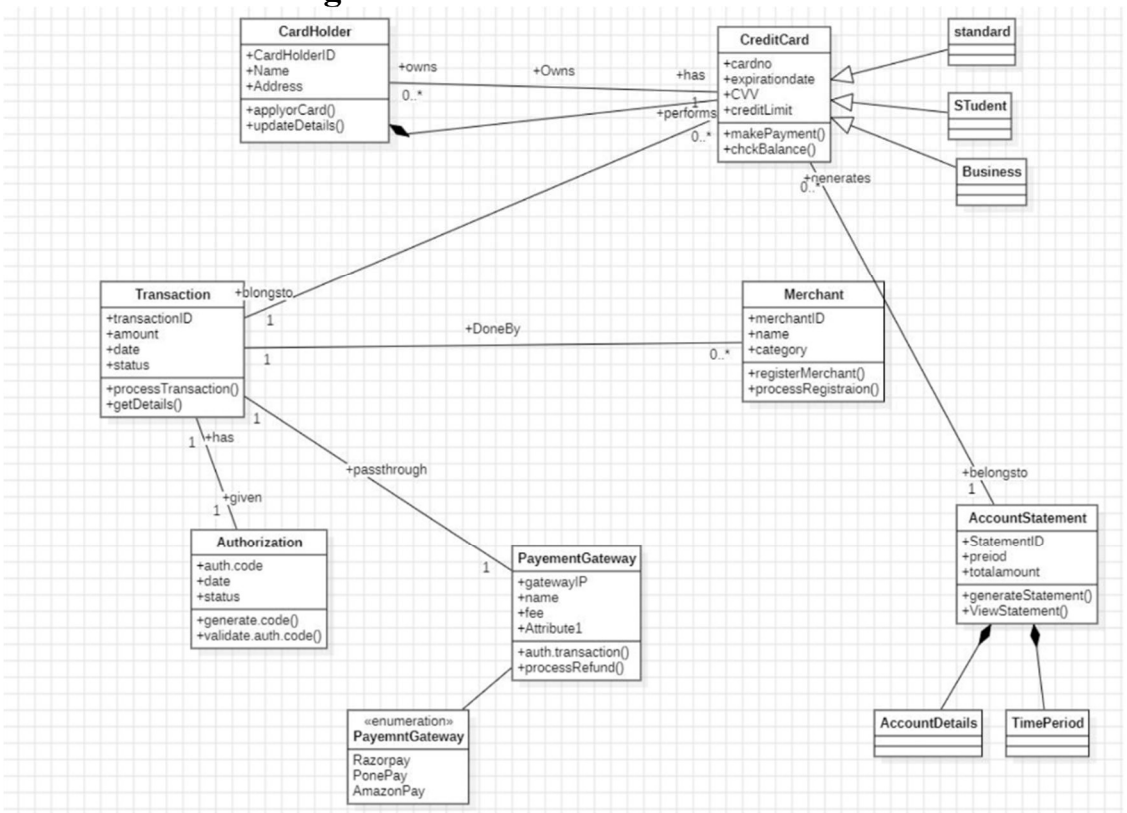
5. Performance Requirements
The system should not exceed 4 secs of response time and must be able to run on 8 gb and 256 gb ram and rom system.

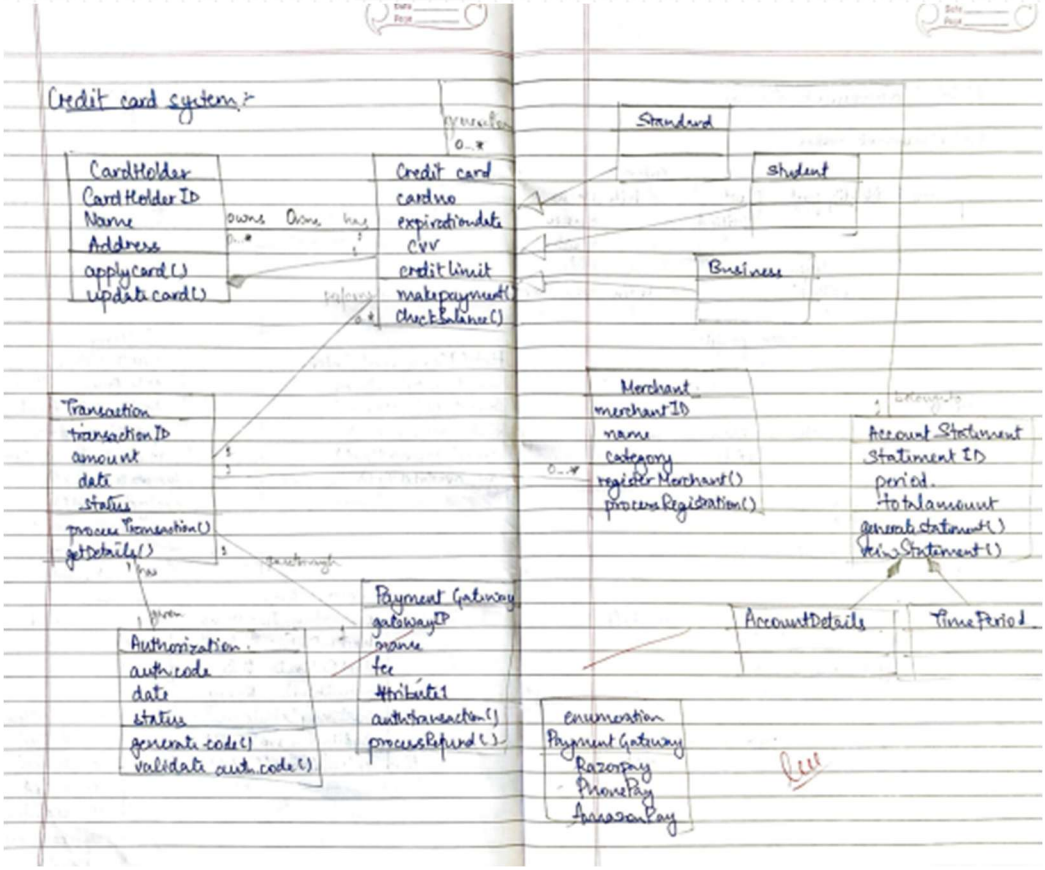
6. Design constraints
The systems must use only DES algorithm for detecting the valid users in the database and it must use only Node js 11.5 version.

7. Non-functional Attributes.
The system must work only on apple macos. It must be compatible for all macos versions and must use a DES encryption standard.

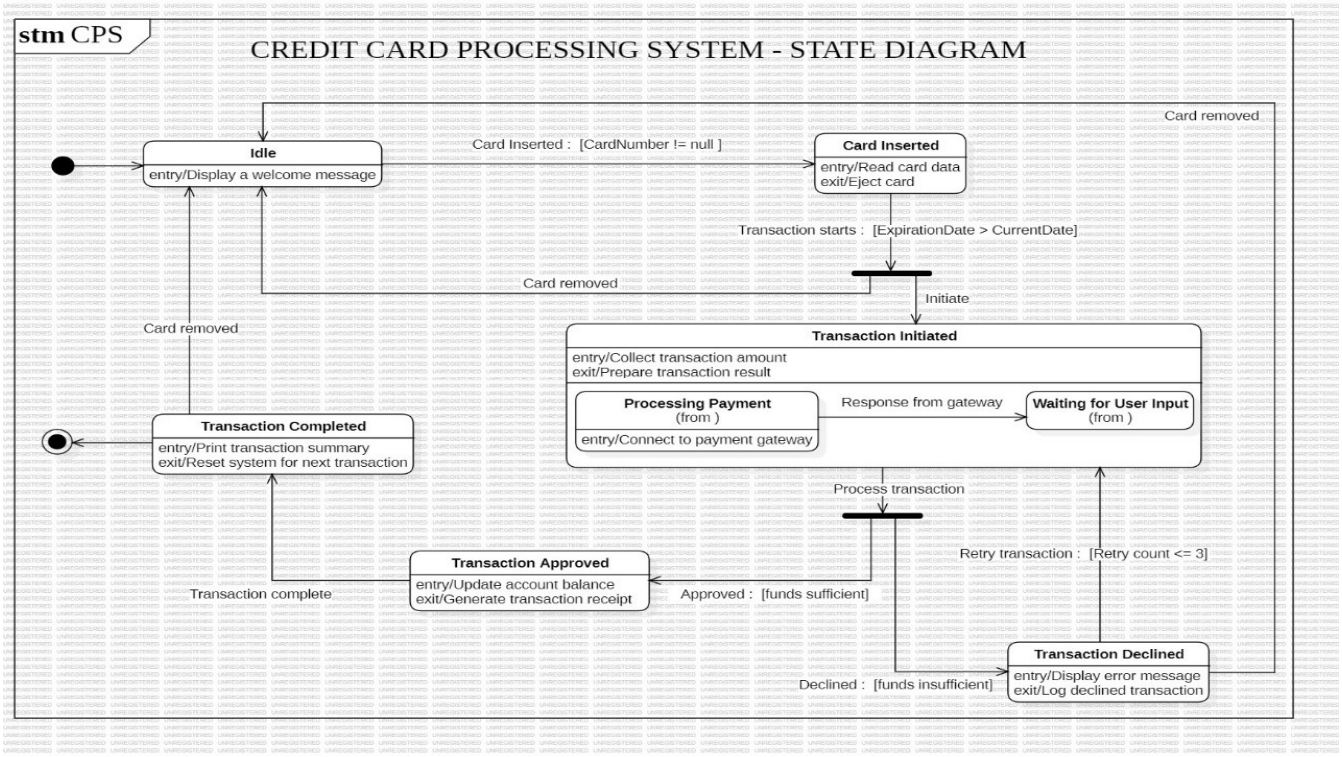
8. Preliminary Schedule and Budget
The project must be completed in 1 month of time and a total of 500 $ dollars is to be alloted to it.

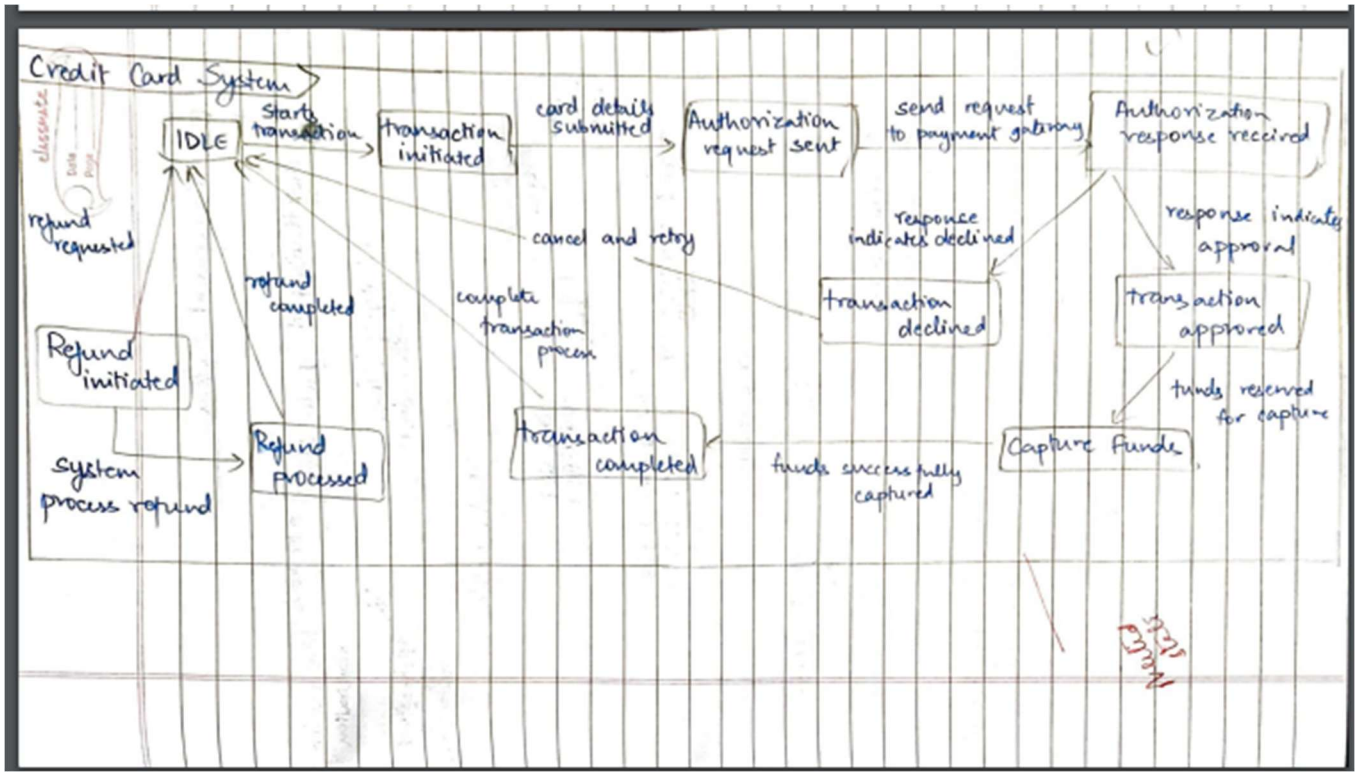
b. Advanced Class Diagram:





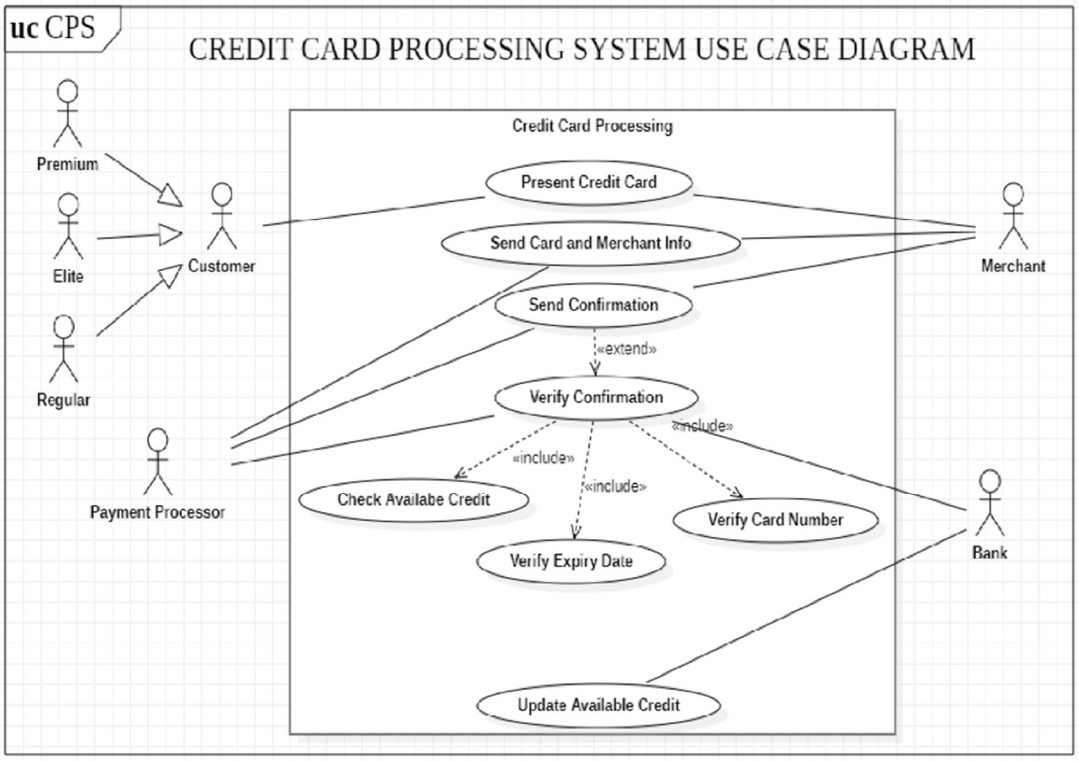
c. Advanced State Diagram:

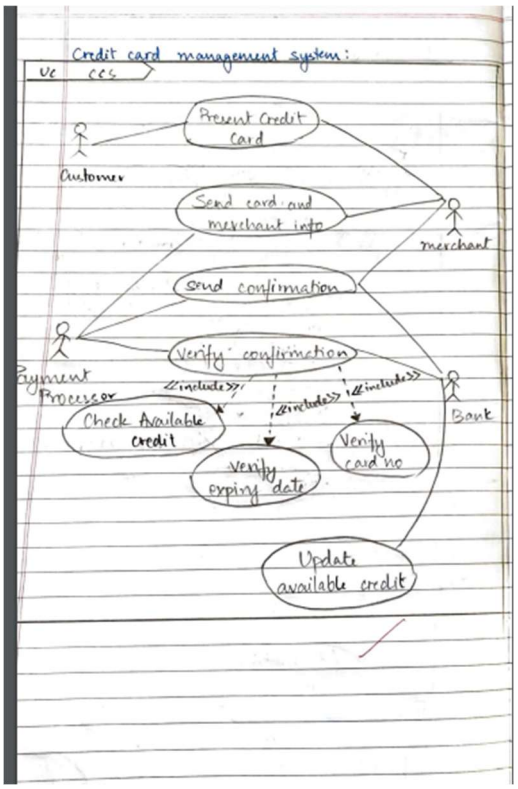




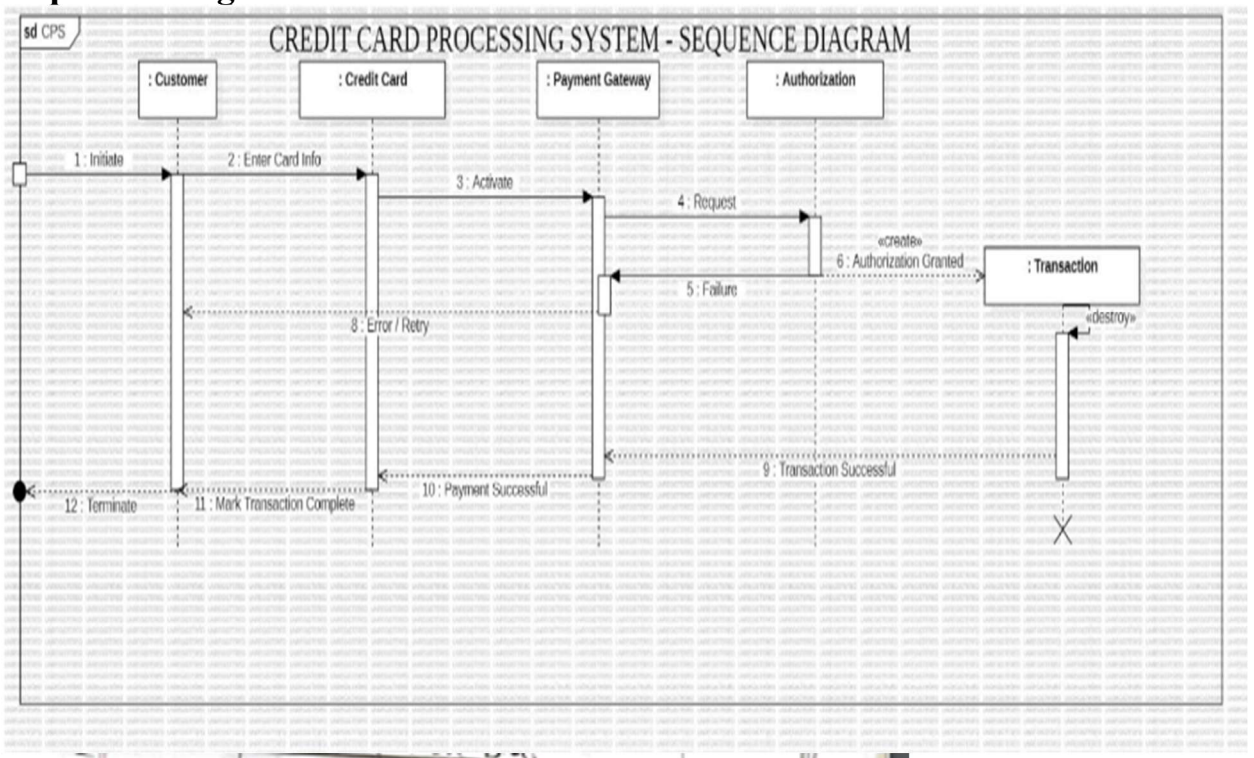
d. Use Case Diagram:

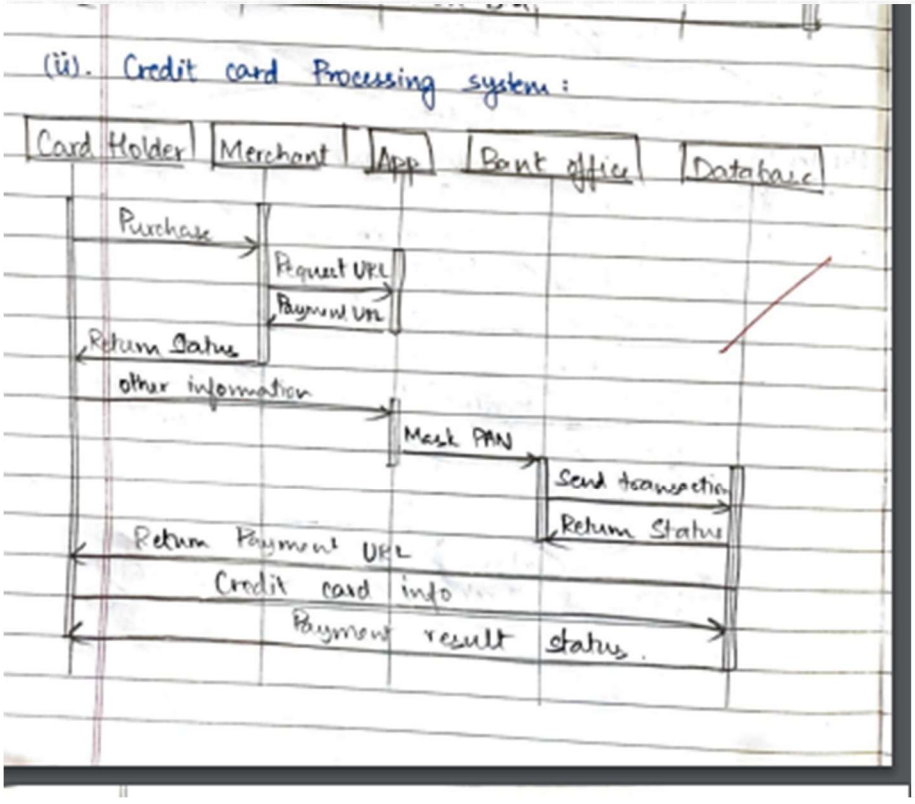
Credit Processing System





e. Sequence Diagram:





f. Activity Diagram: