**PAYMENT WALLET APPICATION**

**Problem Statement:**

To develop a payment wallet application where customers can check balance, deposit money etc.

**Abstract:**

This project is aimed at developing a Payment wallet application for a bank. This application can be used by the customers to easily manage their money by checking balance and doing easy transactions like withdraw, deposit etc.

**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 this application.

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

1. **The ui package**

It includes the main class which is visible to the customer where he can select various options and display them, which basically is the presentation layer.

* **ui package**

class Application

public static void main(String args[])

{ }

1. **Service package**

It contains the service class which has interfaces and service class with abstract implementation of methods

* **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(){ }

1. **Dao package**

The logic is implemented in the dao class and is accessed by service class through dao interface.

* **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(){ }

1. **Data Transfer Object**

Also known as the POJO class. The various details related to the customer are stored privately and the respective setters and getters methods are created.

* **bean package**

class Customer

Customer Id

Customer name

Customer email

Customer phoneNo

Balance

Getters and Setters

1. **Exception Handling package**

Contains the exception class which would be called if any exception arises

due to any wrong input given by the user. It has the functionality to handle exceptions.

1. **Test Package**

It contains all the test cases for the Dao class, where it tests various input scenarios.