SOFTWARE REQUIREMENT SPECIFICATION (SRS)

ONLINE SAVINGS BANK ACCOUNT

1 . INTRODUCTION

This document is to present a detailed description of the **ONLINE SAVINGS BANK ACCOUNT** . This application will be able to provide the users an efficient and easy access according to the BANKING SYSTEMS . Every bank prefers online banking system instead of the traditional system ,since, online provides many useful features , attributes and fastest methods for transactions . While easy access is one of the many benefits of **ONLINE BANKING**, it also makes **BANKING** highly convenient . Moreover, with mobile **BANKING** option available for most **BANKS**, transfers and payments have become easier. The concept of electronic banking has been defined in many ways electronic banking is a construct that consists of several distribution channels . Defines electronic banking as the delivery of banks' information and services by banks to customers via different delivery platforms that can be used with different terminal devices such as a personal computer and a mobile phone with browser or desktop software, telephone or digital television.

1.1 PURPOSE :

The document details the software requirements for an online savings bank account . A software requirements definition is an abstract description of the services which the system should provide and the constraints under which the system must operate.

The purpose of this document is to present a detailed description of the Online Banking System. Online banking system is to be automate the various activities and functions of any bank through the internet. Online banking system will facilitates to the bank employees and the customers with the different modules.

1.2 SCOPE :

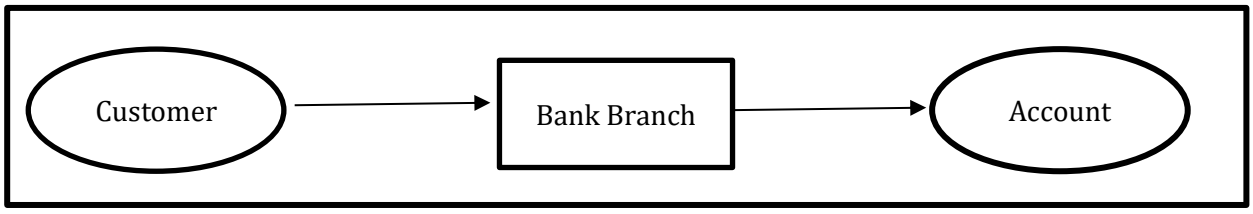
Online banking system automate transactions of bank and provides better and faster service to the customers by using internet. It will make the things simple and makes the work more easier. Compared to offline banking this will be more efficient and easier to have a record on systems. The main goal is to automate the general process carried out in any bank with improved performance and also the vision of paperless banking.

2 . GENERAL DESCRIPTIONS

2.1 PRODUCT PERSPECTIVE:

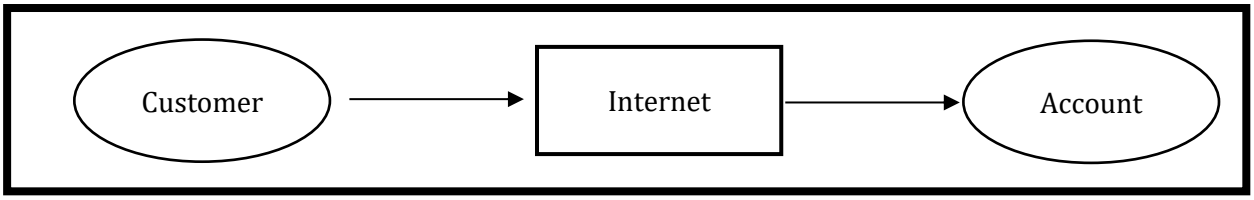
Following is the context or origin of online banking system.
Comparison b/w the Tradition system and the new system can also be cleared through the system models .

ONLINE BANKING SYSTEM [TRADITONAL]



In traditional system, customer should have to visit the Bank branch physically for the transactions or some other task. It wastes time.

ONLINE BANKING SYSTEM [NEW SYSTEM]



After implementing the online banking system customer will be able to connect to his account through the internet connection. Time usage will be minimized, task will be done fast instead of waiting someone other to complete his task.

2.2 FUNCTIONALITIES

This system will have following functionalities:

2.2.1 Online Balance Check:

Provide facility to transfer of funds between two accounts.

2.2.2 Online Transfer:

Customer can also check their balance at any time at any where.

2.2.3 Online Billing:

Customers will be able to shop online and pay the bills from their account. A secure way will be provided for the billing. Provides easiest way to buy and sell their items in online.

2.2.4 Bank On Your Phone:

With a mobile app we can easily check ur account details.

2.2.5 View Debit And Credit:

Customer can view debits and credits at any time.

2.2.6 Online Record Search:

Bank staff will easily search a record and update it if needed. Transactions will be faster even physically from the branch because it will be very easy for the bank staff to check the balance of a specific person and update its record if necessary.

2.2.7 Check Book Allotment:

If the customer's checks have been completed, a new check book will be allotted to him.

2.3 USER CHARACTERISTICS

The typical bank customer will be a person, from the age of 18 and up. There will more than likely be a fairly equal distribution of males and females. The typical customer might not know anything about computers, so their system needs to be very simple and easy to use. The typically customer will probably be a busy person; therefore, they will need to do their transactions as quickly and efficiently as possible. The other user is a bank employee. The bank employee will be a different type of user. The.bank Employee is a fairly educated user, who is willing to sacrifices implicity for functionality. They will use the software daily, for every transaction. This could quite possibly be 30-60 transactions per hour per employee. Due to this frequency of usage stability and speed of this software is incredibly important.

2.4 GENERAL CONSTRAINTS :

Some of the general constraints are

2.4.1 Hardware Requirements:

As this system is an online Web-based application so a client server will be the most suitable organizational style for this system. Computer system or smartphone needed by each of the actor as well as customer must be connected to the internet.
So concisely following hardware will be needed:

➢ Computer system ➢ Internet facility

2.4.2 Safety and Security:

This Project must be safe and secure because customers will directly contact their account through the internet. Software will have to identify the valid customer according to his/her bank details and password. So it is a difficult for unauthorized access to the system.

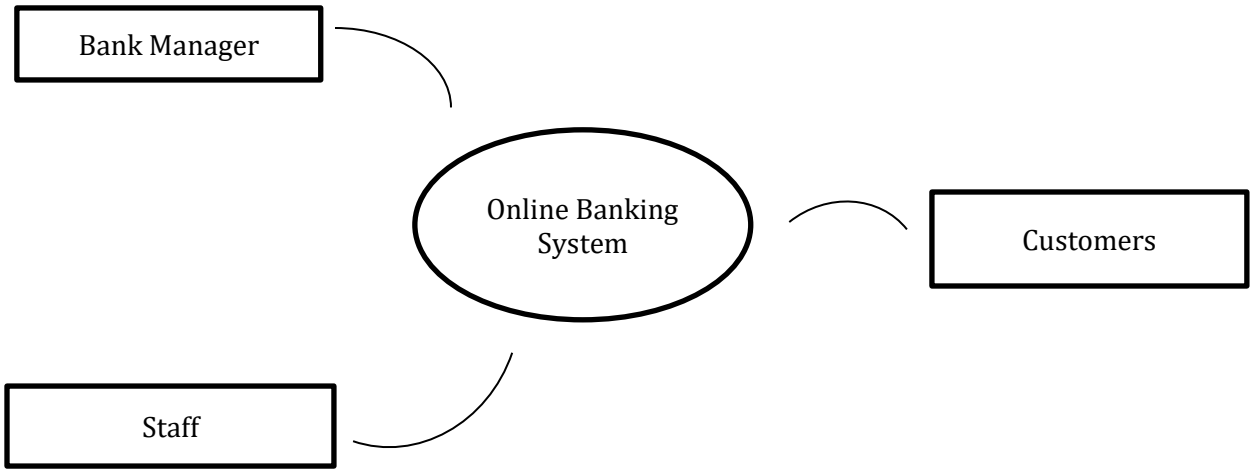
3 SPECIFIC REQUIREMENTS

3.1 FUNCTIONAL REQUIREMENTS

Following are the services which this system will provide.
These are the facilities and functions required by the customer.

➢ Online balance check
➢ Online shopping opportunity
➢ Online data entry by the staff
➢ Updating the data
➢ Online billing
➢ Check book allotment
➢ Balance transfer

3.1.1 Context Diagram and Extent list



3.2 EXTERNAL INTERFACE REQUIREMENTS

The external interfaces of the Online Banking system are relative to the various users which contain independent access units in each, and one master control of admin. These interfaces are described below:

3.2.1 User Interface

The User Interface defines the human-computer interaction of the Online Banking system.

3.2.2 Hardware Interface

The software shall interface with the electromechanical that controls the online connection systems. The software shall interface with a breaking mechanism in case of. emergencies. The transactions and accesses shall be controlled by the software based on command and graphical user inputs. The hardware interface is supported by the main control panels (buttons, keyboard, mouse and communication mediums).

3.2.3 Software Interface

Software interface is supported by the main control panels and operating system in which hosts the algorithms for calculating distributed travel and wait time information. Additionally, the algorithms define and export system commands for main control panels, and communication mediums. For testing purposes the software shall be capable of interfacing with software simulators on a PC computer using GUI applications of webpages.

3.2.4 Communication Interface

All system interfaces communicate in order to activate ordered requests. The communication mediums(wired or wireless) are the external interface that communicates with the control panel of the Online Banking System. This communication allows for failure messages, and requests to be sent and received by the main system. 3.3 Non Functional Requirements Those requirements which are not the functionalities of a system but are the characteristics of a system are called the non-functionalities. Every software system has some non-functionalities. Just fulfilling the requirements of the user is not a good task, keeping the system accurate, easy to maintain, reliable and secure is also a basic part of software engineering. Online Banking System must have the following non-functional requirements so that I could be said as a complete system.

1. Conformance to specific standards

2. Performance constraints:
This system must be fit according to the performance wise. It should use less memory and will be easily accessible by the user. Memory management should be done wisely so that none of the memory part goes wasted.

3.Hardware limitations:
It should be designed in such a way that cheap hardware must be installed to access and use it effectively. It should be platform independent. There should be no hardware limitations. It should be designed to work with the low specification hardware so that it could easily work with the high specification hardware.

4. Maintainable:

Each of the modules should be designed in such a way that a new module can easily be integrated with it.

5. Reliable

6. Testable

3.4 Other Requirements Software Quality Attributes:

The Quality of the System is maintained in such a way so that it can be very user friendly to all the users. The software quality attributes are assumed as under: a) Accurate and hence reliable. b) Secured. c) Fast speed. d) Compatibility.