SOFTWARE REQUIREMENT SPECIFICATION(SRS)

ONLINE BANKING SYSTEM

INTRODUCTION

This web application must be easy to use and at the same time be sufficiently featuring rich to manage all the site content. It needs to be suitably intuitive for a committed webmaster who wishes to personalize the site.

1.1 Purpose

This document details the software requirements for the Online Banking system project. It defines what the problem is and what problems a complete solution has to solve. The intended audiences for this document are the development team, the team manager, the customer and all other stakeholders in the system.

1.2 Scope

New software needs to be built for Online Banking system. For this, a new user should easily be able to get application form, fill that form manually and submit with proof in nearest banks or online. The new user first registers themselves, by applying at the Net Banking site, then fills and submits the form to bank. Finally, the Admin grants the access after verifying the details about new users request and activates the users' account.

1.3 Overview

Online Banking System project captures activities performed by different roles in real life banking which provides enhanced techniques for maintaining the required information up-to-date, which results in efficiency. The project gives real life understanding of Online Banking System and Activities performed by various roles in the supply chain. New users can register through online application form which is available in our website. After registration the system, it will automatically generate a printout copy, by which they can open a new account in the bank. Online banking services will also be available for all the existing customers.

2. Overall Descriptions

2.1 Product Perspective

The Online Banking System is the software, which manages the various users with independent access. The Online Banking is a special order software system. It will be used in the stated configuration of online.

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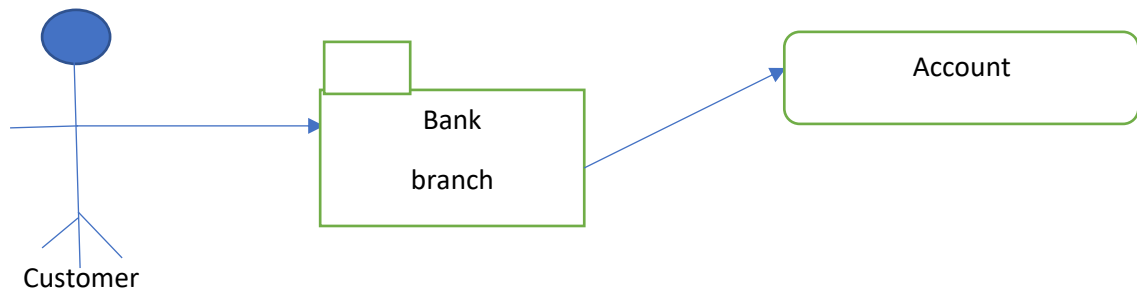
In traditional system, customer should have to visit the Bank branch physically for the transactions or some other task. It wastes time.

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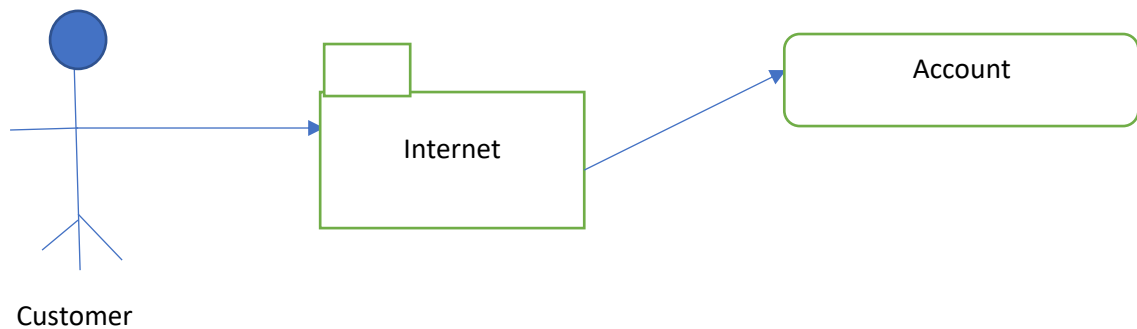
After implementing the online banking system customer will be able to connect to his account through the internet connection. Time usage will be minimized, task will be done fast instead of waiting someone other to complete his task.

2.2. Functionalities:

This software will have following functionalities:

2.2.1. Online balance check and transaction information:

Customer will be able to check his balance online while sitting at home by accessing the database of the bank using his/her password and account no. allotted him by the bank.

2.2.2. Save or view up to 1 year past history of transaction:

It will be easy for the customer to view or save his history transactions up to past 1year transactions. It will provide him the opportunity to maintain his bank balance and needs. **2.2.3. Balance transfer:**

This system will provide a path to the customer of the bank to transfer his balance to other account in easy steps. A small transfer fee will be applicable for this transaction.

2.2.4. Online record Entry:

Bank staff will input and maintain their record online. It will be easy and efficient for them to serve more and more people in less time.

2.2.5. 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.

2.2.6. Online Billing Option:

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

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 sacrifice simplicity 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 Constraints

The information of all the users must be stored in a database that is accessible by the Online System. The Online Banking System is connected and is running all 24 hours a day. The users access the Online System from any computer that has Internet browsing capabilities and an Internet connection. The users must have their correct usernames and passwords to enter into the Online Dictionary System.

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 systems will be needed by each of the actor as well as that user must be connected to the internet. So, concisely following hardware will be needed. 1) Computer systems 2) Internet availability

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 task to prevent the system by major disasters by preventing the unauthorized access to the system.

3.Specific Requirements

3.1 External Interfaces
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:

3.1.1 User Interface
The User Interface defines the human-computer interaction of the Online Banking system. The system requires interaction from various users:

3.1.2 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).

3.1.3 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.

3.1.4 Communications 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.

4. 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.

a) Conformance to specific standards

b) 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.

c) 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. In should be designed to work with the low specification hardware so that it could easily work with the high specification hardware.

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

e) Reliable

f) Testable

4.1 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.