

CITY UNIVERSITY

“Creating of Culture of Excellent”

Midterm Report

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Use Cases for Mobile Banking Application

UC1: Register User.

The system displays a screen for the user to input their user id, password, and address information. The user inputs the required information. The system stores the data in the system. The user is redirected to the Login User use case.

UC2: Login User.

The system displays a screen for the user to input their user id and password. The user inputs the required information. The system validates that the user id and password are valid and correct. The user is redirected to the View Accounts use case. The screen also contains a link for the user to invoke the Register User use case, so that they may register if they don't have a login. This use case is triggered when the system first starts or the user first connects.

UC3: Logoff User.

The system displays a log off confirmation .The user confirms .The system exits and/or the connection is terminated.

UC4: Register Account.

The system displays a screen for the user to input the information about the new account they wish to register. The user inputs the information. The system confirms the information with the user. The information is stored in the system. The user is redirected to the View Account use case for the new account.

UC5: Unregister Account.

The system displays a confirmation screen. The user confirms. The system deletes the data associated with the deleted account. The user is redirected to the View Accounts use case.

UC6: View Accounts. The system displays a menu listing the registered accounts. The user selects a particular account. The user is redirected to the View Account use case for the selected account.

UC7: View Account.

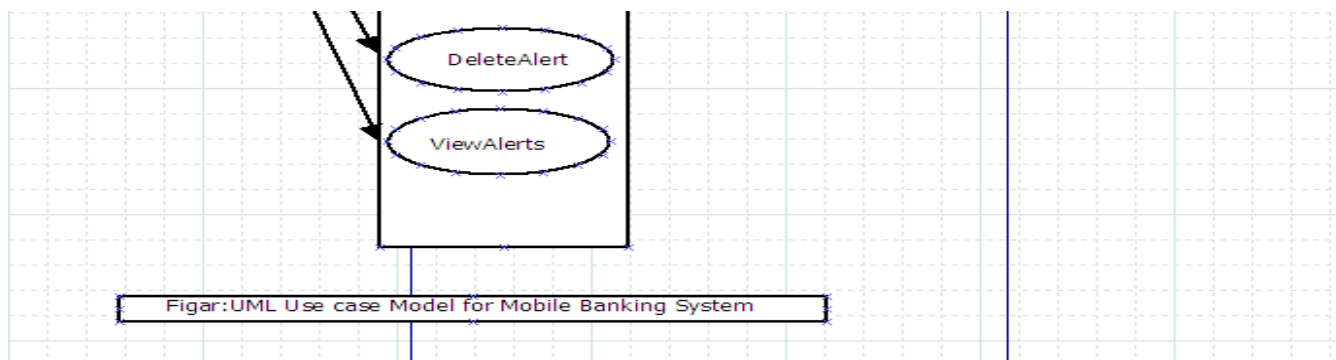
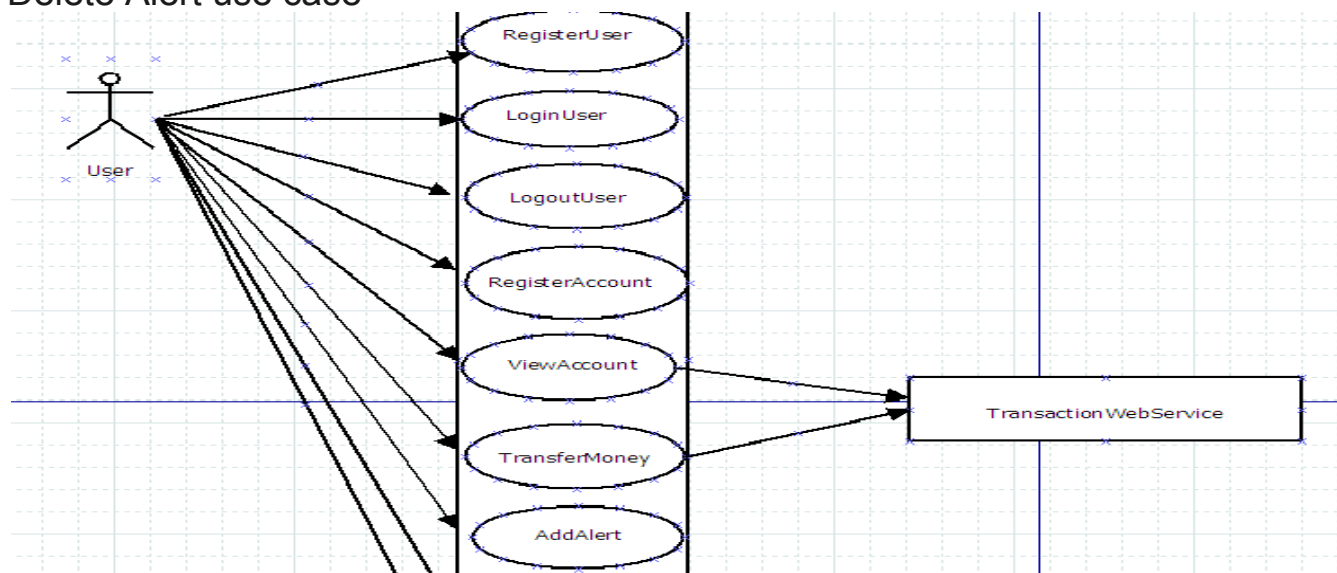
The system displays the current balance and a list of recent transactions for the account. When the user is done viewing the data, she selects “OK” and is redirected to the View Accounts use case. The user may also select “Transfer”, in which case she is redirected to the Transfer Money use case for the selected account. The user may also select “View Alerts”, in which case she is redirected to the View Alerts use case for the selected account.

UC8: Transfer Money.

The system prompts the user with a menu of destination accounts. The user selects the desired destination account .The system executes the appropriate transfer transaction with the Transaction Web Service .The user is redirected to the View Accounts use case.

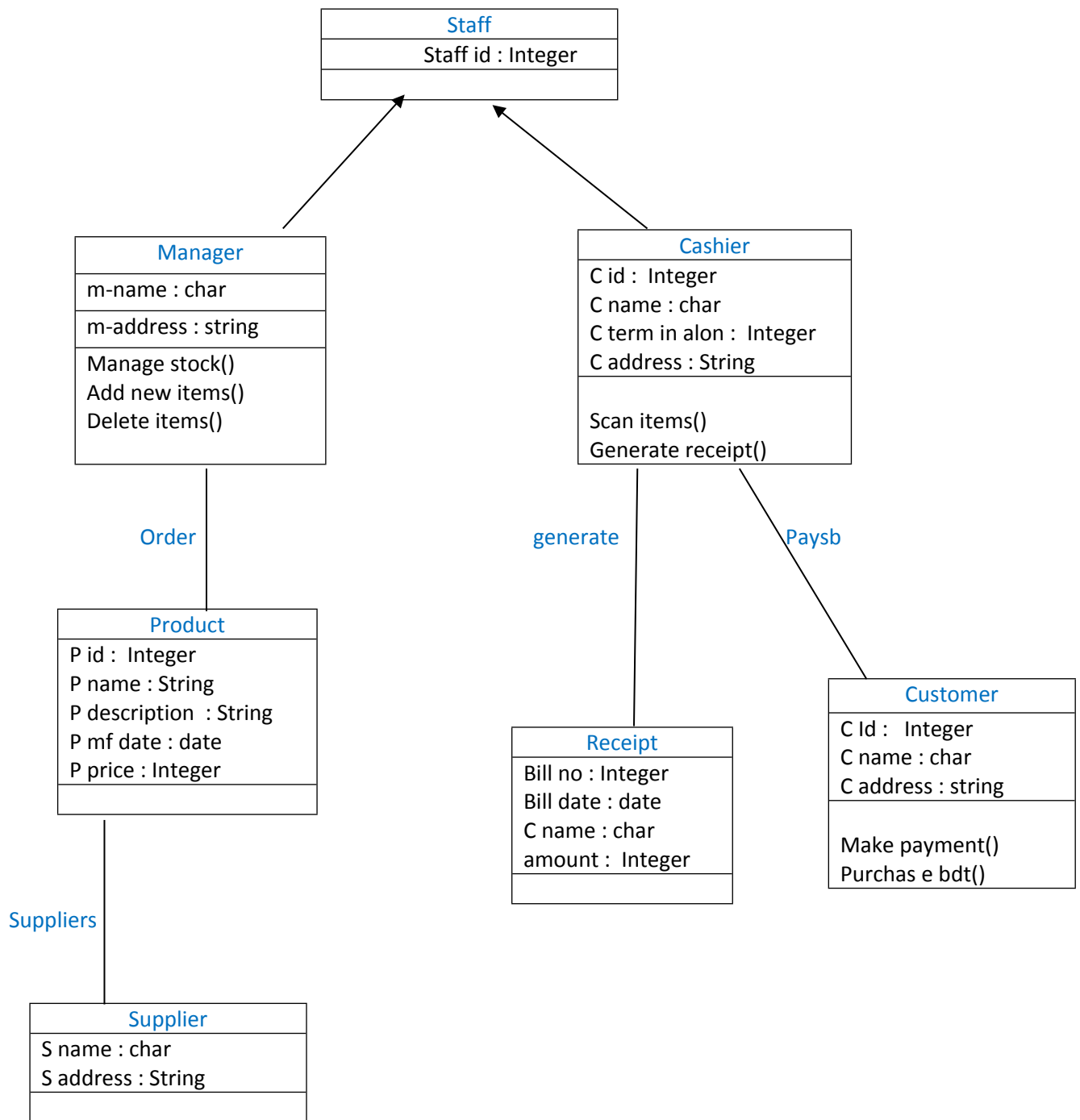
UC9: View Alerts.

The system displays a list of current alerts for the selected account. The user may select “Add Alert” to redirect to the Add Alert use case, or “Delete Alert” to redirect to the Delete Alert use case



Figar:UML Use case Model for Mobile Banking System

Class Diagram of online shopping



Description

This project is a web based shopping system for an existing shop .The project objective is to deliver the online shopping application into android platform .This project is an attempt to provide the advantages of online shopping to customers of a real shop. It helps buying the products in the shop anywhere through internet by using an android device. Thus the customer will get the service of online shopping and home delivery from his favorite shop. This system can be implemented to any shop in the locality or to multinational branded shops having retail outlet chains .If shops are providing an online portal where their customers can enjoy easy shopping from anywhere, the shops won't be losing any more customers to the trending online shops such as flip cart or e bay. Since the application is available in the Smartphone it is easily accessible and always available.