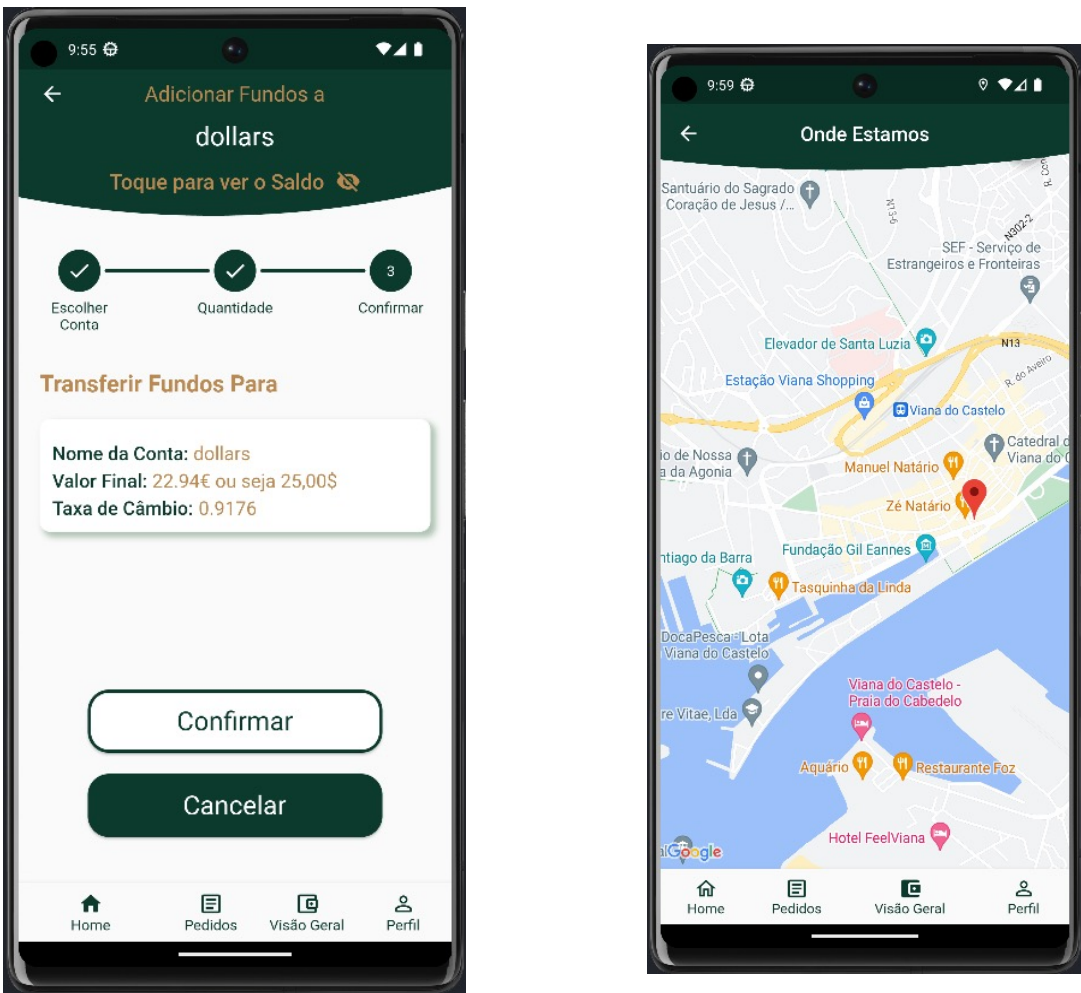
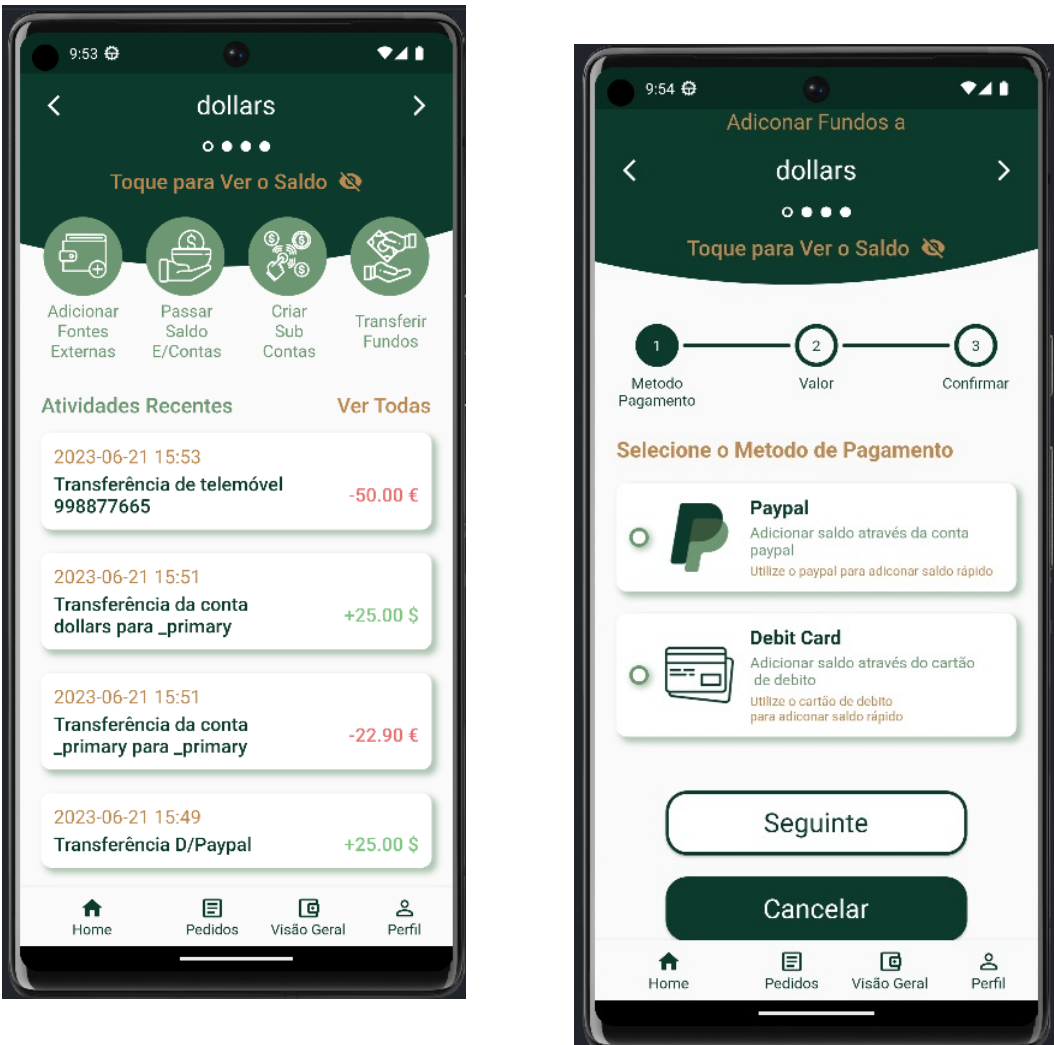
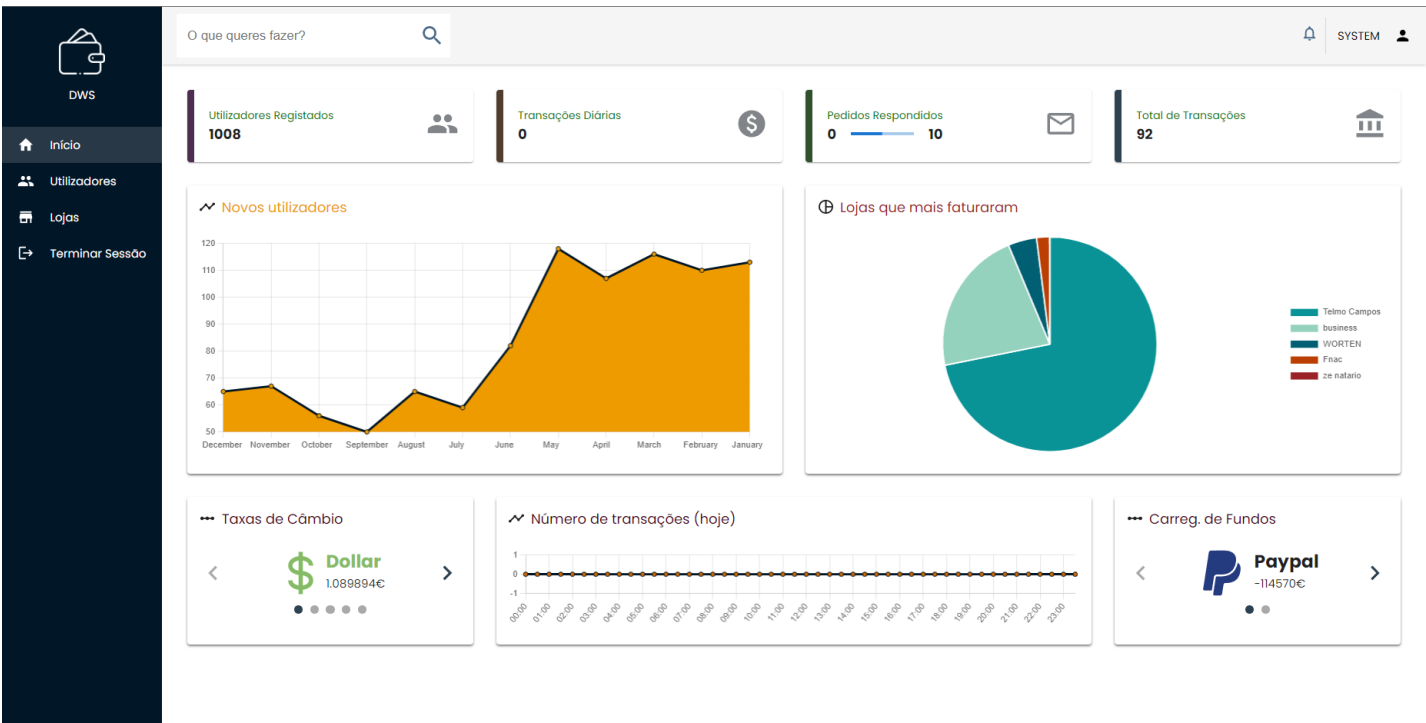


Introduction

Within the scope of Project 4 Curricular Unit, we were proposed a Project with the company eDreams ODIGEO. This Project is a Digital Wallet System. A client-server architecture (http) was used, using the dart programming language on the frontend (mobile), with the flutter framework, the JavaScript programming language on the frontend (web) and the Java programming language on the backend.

Objectives

Since the beginning of the development of the Project, the group of students was concerned with understanding the objectives of the company (eDreams ODIGEO) regarding the Project. The core objective of the application is to be able to add funds and transfer funds between users and between sub accounts in various different currencies, working similar to a PayPal service, having a mobile app for customers (default and business) and a web app for administrators.



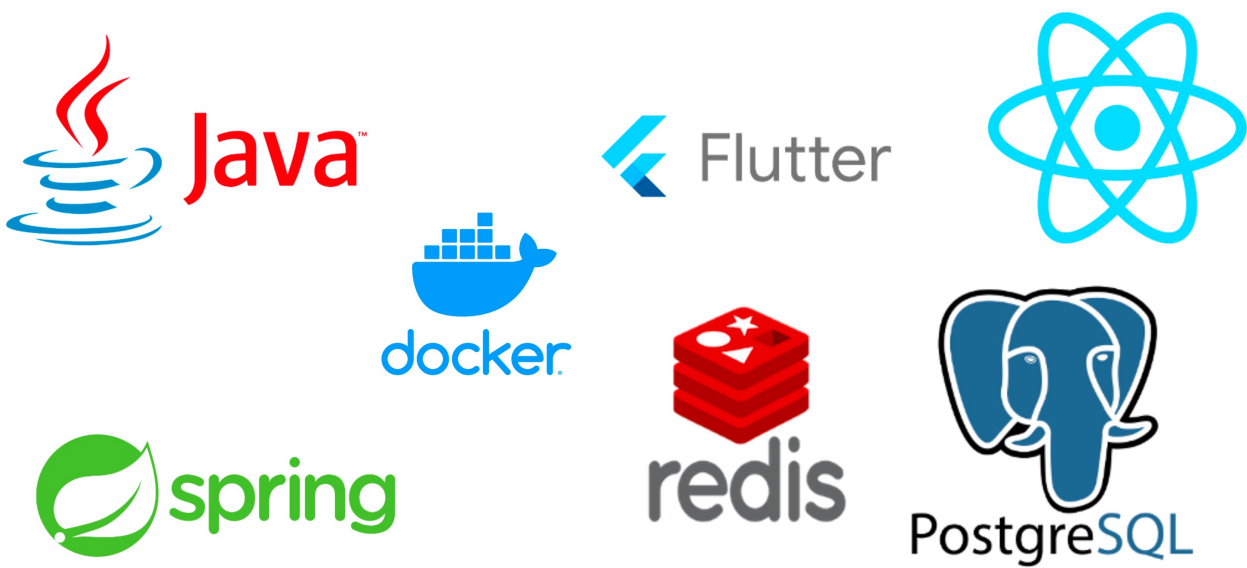
Discussion / Conclusion

In conclusion, the primary objective of the project undertaken by the group of students in collaboration with eDreams ODIGEO was to develop a comprehensive financial application. This application aimed to facilitate the addition and transfer of funds between users and sub-accounts, supporting multiple currencies. The envisioned service was designed to function akin to PayPal, with a mobile app catering to both individual customers and businesses, along with a web app tailored for administrators.

References

- Java Docs: <https://docs.oracle.com/en/java/javase/17/docs/api/>
- Flutter Docs: <https://docs.flutter.dev/>
- ReactJS Docs: <https://react.dev/learn>

Tools & Technologies Used



Orientation

- Professor Doctor Jorge Ribeiro
- School year 2022/2023;

Support

Company: eDreams ODIGEO, Institution: IPVC