

PROFESSIONAL TRAINING REPORT

AT

**Satyabhama Institute of science and Technology
(DEEMED TO BE UNIVERSITY)**

Submitted in partial fulfillment of the requirements for the award of
Bachelor of Engineering Degree in
Computer Science and Engineering

By

CHETTEPU UDAY (Reg.no. 36110244)



DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

SCHOOL OF COMPUTING

SATHYABAMA INSTITUTE OF SCIENCE AND TECHNOLOGY

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JUNE 2018



SATHYABAMA

INSTITUTE OF SCIENCE AND TECHNOLOGY

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BONAFIDE CERTIFICATE

This is to certify that this Project Report is the bonfire work of **CHETTEPU UDAY KUMAR REDDY (Reg.no.36110244)** who carried out the project entitled “**BANKING PROJECT IN ANDROID**” under our supervision from January 2018 to April 2018.

Internal Guide

Mr.MURARI DEVAKANNAN KAMALESH, M.E.,(Ph.D.),

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Submitted for Viva voce Examination held on_____

Internal Examiner

External Examiner

DECLARATION

I **CHETTEPU UDAY (Reg.no.36110244)** hereby declare that the Professional training report on “**BANKING PROJECT IN ANDROID** ” done by me under the guidance of **Mr.MURARI DEVAKANNAN KAMALESH, M.E., (PH.D.)**, Department of information technology at Satyabhama institute of science and technology, is submitted in partial fulfillment of the requirements for the award of Bachelor of Engineering degree in Computer Science and Engineering.

DATE:

PLACE: CHENNAI

SIGNATURE OF THE CANDIDATE

ACKNOWLEDGEMENT

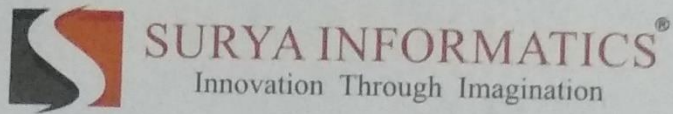
I am pleased to acknowledge my sincere thanks to the Board of management of **SATHYABAMA** for their kind encouragement in doing this project and for completing it successfully. We are grateful to them.

I convey my thanks to **Dr. S. VIGNESWARI, M.E., (Ph.D.)**, **Head of the Department, Department of Computer Science and Engineering** for providing me the necessary support and details at the right time during the progressive reviews.

I would like to express my sincere and deep sense of gratitude to my Project Guide **Mr.MURARI DEVAKANNAN KAMALESH, M.E., (Ph.D.)**, for her valuable guidance, suggestions and constant encouragement paved way for the successful completion of my project work.

I wish to express my thanks to all Teaching and Non-teaching staff members of the department of **COMPUTER SCIENCE AND ENGINEERING** who were helpful in many ways for the completion of project.

TRANING CERTIFICATE



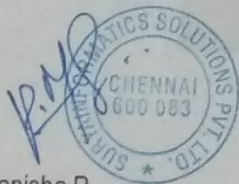
11th June, 2018

INTERNSHIP COMPLETION CERTIFICATE

This is to certify that **Mr. Chettepu Uday** (Reg. No. 36110244) B.E(Computer Science and Engineering), Sathyabama Institute of Science and Technology – Semmancherry has been worked as a “**Software Trainee-Intern**” on the platform of “**Android**” Project Title - “**Banking Project**” from **28th May 2018** to **11th June 2018** in our company. During the period, he had been exposed to different processes and found to be Punctual, Hard Working and Inquisitive.

We wish him every success in life and career.

For **Surya Informatics Solutions Pvt. Ltd.**,



Monisha P

Lead - Talent Acquisition

ABSTRACT

This project aims at creation of a secure internet banking system. This will be accessible to all customers who have a valid user id and password. This is an approach to provide an opportunity to the customers to have some transactions to be done from where they are at present without moving to bank. In this project we are going to deal the existing facts in the bank i.e.; the transaction which takes place between customer and bank. We provide real time environment for the existing system in the bank. We deal in the method transaction in the bank can be made faster and easier that is our project is an internet based computerized approach towards banking

The following modules are:

- 1.Balance enquiry
- 2.Funds transfer to another account in the same bank
- 3.Request for change of address and account details
- 4.Viewing monthly and annual statements.
- 5.System help

As the application of project is regrading internet banking. Its fast, easy and puts in complete control – you decide who to transfer funds, checking of the account details. Receive and pay all your bills at one site – at your bank, credit union.

LIST OF ABBREVIATIONS

ABBREVIATIONS	EXPANSION
JVM	Java Virtual Machine
API	Application Programming Interface
GUI	Graphical Unit Interface
PHP	Personal Home Page
IDE	Integrated Development Environment
ADT	Android Development Tools
SDK	Software Development Kit
SQL	Structural Query Language
RDBMS	Relational Data Base Management System
AWT	Abstract Windowing Tool-Kit

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CHAPTER -1

INTRODUCTION

1.1 DOMAIN INTRODUCTION

Online banking is a web application built in PHP. It provides the candidates, ability to register this application and manage their accounts. Each candidate will have an account with their own home page. If there is no particular login, either the admin or the user must be registered. There exists a separate signup page for both the admin as well as the user. An online banking is an application where the user can send or receive the money through online banking. We can also view the balance and statements.

1.2 PROJECT DISCRIPTION

The objective is to prepare a software or application, which could maintain data & provide a user-friendly interface for retrieving customer related details just in few seconds, with 100%accuracy. Software is completely computerized, so it is not time-consuming process. No paper work required & can be implemented further. The application should also facilitate the addition of new Customer A/c, deletion of A/c& modification of existing customer A/C. To Search for every individual accounts for a customer, show all transaction & any account should be opened with minimum Rest. 500 etc.

1.2.1 BANKING HOME PAGE

In this it comprises of the following major page:

(A)LOGIN PAGE:

It consists the following categories like:

1. ADMIN login
2. USER login

- It will be the start page for our website. After giving the correct particulars only (i.e.; either the company or the student) will be allowed into next page.

(B)USER HOMEPAGE:

It has the following comprises of

1. Transfer Money
2. Mini statement

All the particulars have to be filled first if any particular are not filled it doesn't go to next page.

(C)ADMIN HOMEPAGE:

It has the following main things that must include

(1)Add holder:

- Name
- Email
- Password
- Age
- Gender
- Phone number
- Address

(2)Add Money:

- Choose account no
- Enter amount

1.2.2 TYPES OF DETAILS

1. ADMIN:

- This deals with the account creation, add money, and mini statement.
- In admin add holder details contain the name, email, password, age, gender, phone number, address.

2 .USER:

- This module deals with transfer money, mini statement.
- User details like account no for money transfer

CHAPTER-2

SYSTEM ANALYSIS

2.1 EXISTING SYSTEM

Existing system is the traditional banking, where customers have to go through the long queue, time wasted and still wouldn't have access to efficient and efficiency banking system

2.2 PROPOSED SYSTEM

Considering the stress and time taken to go to bank and do transaction. The development of well structure and secured online banking system will allow customer to perform objectives like, creating a banking system that is easily accessible by customers from the comfort of their homes, offices. Reduce the flow of human traffic and long queues at banks; promote efficient and effective banking for the banks by focusing on those services that still require physical presence at the banking hall. Provides intra-bank funds transfer services to their customers. keep a detailed log of customer transaction with the bank on his account. Generate the statement of account of a selected period of time for customers. And provide a customer relationship services.

2.3 ADVANTAGES

- Opening and closing of accounts
- It gives reliefs to their customer from carrying heavy cash.
- Enables prompt and speedy operation to clients.
- It saves lot of time to their customers and convenient to access.

2.4 DISADVANTAGES

- customer may have to face risky transaction and fraud.
- Failure of power supply cause to break down of system
- loss of heavy income at times of settlement of higher magnitude.

CHAPTER-3

SYSTEM DESIGN

3.1 SOFTWARE REQUIREMENTS SPECIFICATION:

The software requirements specification specifies the functional requirements and non-functional requirements. Functional requirements refers to how the system is going to reach according to the provided and how is going to behave in particular situations and non-functional requirements refers to Usability, Security, Supportability, Interface.

3.2 EXTERNAL INTERFACE REQUIREMENTS:

3.2.1 SOFTWARE REQUIREMENTS

- a. Android SDK
- b. Eclipse Ganymede IDE
- c. Operating system can be of either of these – Windows XP, Windows 7, Windows 8, Windows 10, etc.

3.2.2 HARDWARE REQUIREMENTS

- 1. PROCESSOR: (min) P4 processor
- 2. RAM: 1 GB
- 3. HARD-DISK: 20 GB

3.3 FEASIBILITY STUDY:

Feasibility study involves the activities of identification of risks, accessing of risks and taking measures to counter the risks, we have to analyze the risk and then the management of it. An important outcome of the preliminary investigation is the determination that system requested is feasible. This is to identify the objectives of a new system before solving a problem. The study is carried out by a small group of people who are familiar with system analysis and design analysis. Fact finding techniques are used to gather the required information.

The three major areas that we consider while determining the feasibility of the project are

- Economical feasibility
- Operational feasibility
- Technical feasibility

3.3.1 ECONOMICAL FEASIBILITY

This study is carried out to check the economic impact that the system will have on the organization. The amount of fund that the company can pour into the research and development of the system is limited. The expenditures must be justified. Thus the developed system as well within the budget and this was achieved because most of the technologies used are freely available. Only the customized products had to be purchased.

3.3.2 TECHNICAL FEASIBILITY

This study is carried out to check the technical feasibility, that is, the technical requirements of the system. Any system developed must not have a high demand on the available technical resources. This will lead to high demands on the available technical resources. This will lead to high demands being placed on the client. The developed system must have a modest requirement, as only minimal or null changes are required for implementing this system.

3.3.3 OPERATIONAL FEASIBILITY

The aspect of study is to check the level of acceptance of the system by the user. This includes the process of training the user to use the system efficiently. The user must not feel threatened by the system, instead must accept it as a necessity. The level of acceptance by the users solely depends on the methods that are employed to educate the user about the system and to make him familiar with it. The level of confidence must be raised so that he is also able to make some constructive criticism.

CHAPTER-4

SYSTEM SPECIFICATION

4.1 ANDROID DESCRIPTION

Android is a software stack for mobile devices that includes an operating system, middle- ware and key applications. The Android SDK provides the tools and API s necessary to begin developing applications on the android platform using the Java programming language.

The android SDK includes a comprehensive set of development tools. Requirements include Java Development Kit, the officially supported integrated development environment (IDE) is eclipse using the Android Development Tools (ADT) plug in, though developers may use text editor to edit Java and XML files then use command line tools to create, build and debug Android applications.

4.2 OVERVIEW OF ANDROID

4.2.1 DEFINITION OF ANDROID

In scientific fiction an android is a robot with human appearance. It is an open source operating system. It is generally used for smart phones, tablets and computers. Its design allows users to manipulate mobile devices intuitively, with phone interactions that mirror common motions, such as pinching, swiping and tapping.

4.2.2 ABOUT ANDROID

Android is a mobile operating system developed by Google, based on a modified version of the Linux kernel and other open source software and designed primarily for touchscreen mobile devices such as pc's, smart-phones and tablets. In addition, to that Google has further developed Android TV for televisions, Android Auto for cars, and Wear OS for wrist watches, each with a specialized user interface. Variants of Android are also used on game consoles, digital cameras, PCs and other electronics.

(A)HISTORY OF ANDROID

Android was not created by Google. It was founded in October 2003 by Andy Rubin, Rich Miner, Nick Sears and Chris White where firstly named it as Android Inc. Android was initially conceptualized for Digital Cameras. However, because the digital camera market was smaller compared to cellphones, then the decided to switch. It was first bought by Google in '2005'.

The first android phone was launched by HTC on 22nd October 2008. HTC DREAM which is also known as the T-Mobile G1 in the United States of America and some of Europe is the first commercially launched device to be powered by Android Operating System.

(B)SECURITY FEATURES OF ANDROID

There are mainly five security features of android.

They are:

- Security at the operating system level through the Linux kernel.
- Mandatory application sand box.
- Secure inter process communication.
- Application signing.
- Application defined and user-granted permissions.

(C) ANDROID COMPONENTS AND DESCRIPTION

Sr. No	Components & Description
1	Activities They dictate the UI and handle the user interaction to the smart phone screen.
2	Services They handle background processing associated with an application.
3	Broadcast Receivers They handle communication between Android OS and applications.
4	Content Providers They handle data and database management issues.

(D) ANDROID DEVELOPMENT

While a number of languages can be used to build Android apps, Java is the language Google encourages developers to use. However, it's not precisely the same as the Java you may have encountered on other platforms. There are some subtle differences and peculiarities and it's important for you as an Android developer to get your head around them.

In this tutorial, you'll take a quick tour of Java in the Android world and find out more about the features it offers. Along the way you'll also learn:

- How an app on Android differs from a Java program on a PC
- How to make use of Object Oriented Programming Language for Android.

- What a Java Interface is and how you might use it to communicate with other parts of your app.
- What Java Annotations are and how they provide extra information about parts of your app

This tutorial assumes you are familiar with at least one Object Oriented Programming language. It isn't absolutely essential if you're not, but the concepts discussed in this article will make more sense if you do.

(E)WHAT IS ANDROID STUDIO

Android Studio is the official integrated development environment (IDE) for Google's **Android** operating system, built on JetBrains'IntelliJ IDEA software and designed specifically for **Android** development. It is available for download on Windows, macOS and Linux based operating systems.

REQUIREMENTS

1. 64-bit distribution capable of running 32-bit applications.
2. 3 GB RAM minimum, 8 GB RAM recommended; plus 1 GB for the Android Emulator.
3. 2 GB of available disk space minimum, 4 GB Recommended (500 MB for IDE + 1.5 GB for Android SDK and emulator system image)
4. 1280 x 800 minimum screen resolution.

4.3 WHAT IS DATA BASE?

A database is an organized collection of data, stored and accessed electronically. Database designers typically organize the data to model aspects of reality in a way that supports the processor requiring information, such as (for example) modelling the availability of rooms in hotels in a way that supports finding a hotel with vacancies.

A data base management system (DBMS) is a computer software application that interacts with end-users, other applications, and the database itself to capture and analyze data. (Sometimes a DBMS is loosely referred to as a "database".) A general-purpose DBMS allows the definition, creation, querying, update, and administration of databases. A database is generally

stored in a DBMS-specific format which is not portable, but different DBMSs can share data by using standards such as SQL and ODBC or JDBC.

4.3.1 WHAT IS PHP?

PHP is a script language and interpreter that is freely available and used primarily on Linux Web servers. PHP, originally derived from Personal Home Page Tools, now stands for PHP: Hypertext Preprocessor, which the PHP FAQ describes as a "recursive acronym".

PHP IN DATA BASE MANAGEMENT

PHP is a fast and feature-rich open source scripting language used to develop Web Applications or Internet / Intranet Applications. **PHP** is a powerful open source **database** server built based on a relational **database**.

CHAPTER-5

MODULES

This application comprises of mainly two major modules.

1. Admin Module
2. User Module

5.1 Admin MODULE:

Admin can access this project there is an authorization process. If you login as admin then you will be redirected to admin home page and if you are simple user you will be redirected to your account home page. This performs the following functions: create individual accounts, manage existing accounts, view all transaction, balance enquiry, delete/close account etc.

- Admin login
- Add/delete/update account
- Withdraw/deposit/statements transaction
- User details list
- View transaction histories

5.2 User Module

Simple user can access their account and can deposit/withdraw money from their account. User can also transfer money from their account to any other bank account. User can see their transaction report and balance enquiry too.

- View about developer details

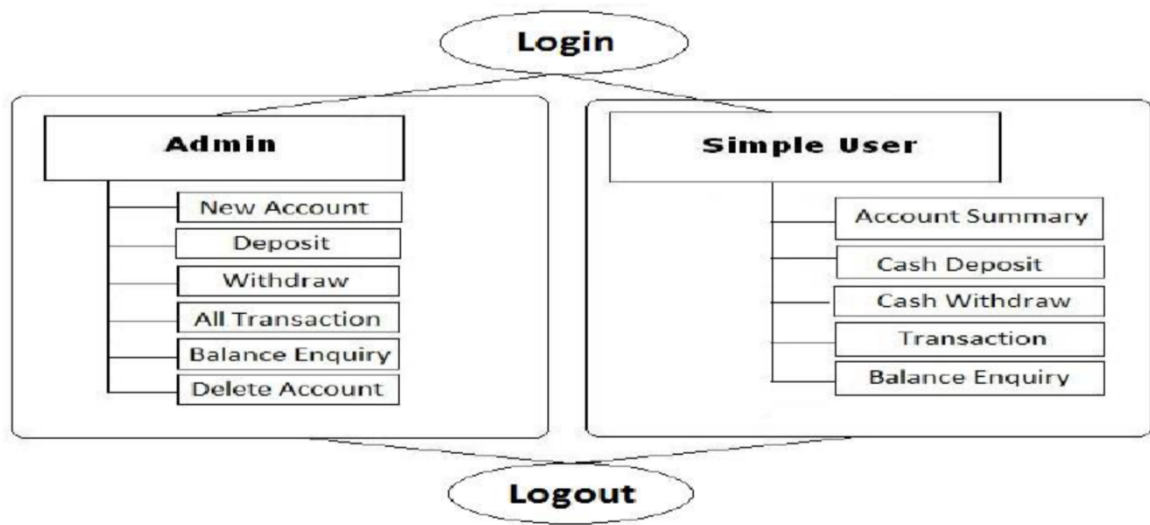


FIG 5.2 Module of project

CHAPTER-6

CONCLUSION

The banking system is developed using java and php which fully meets the objectives of the system of which it has been developed. Bank provide security and convenience for managing your money and sometimes allow you to make money by earning interest. Convenience and fees are two of the most important things to consider when choosing a bank. Writing and depositing checks are perhaps the most fundamental ways to move money in and out of a checking account, but advancement in technology have added Atm and debit card transaction ,ach transfers ,online bill pay and mobile transfer to mix. The banking system will serve as useful approach to deposit and withdraw the money for person. It reduces the time taken by the user to save the money. Bank system developed is user friendly. It reduces manual work.

SOURCE CODE:

MAIN ACTIVITY

```
import android.app.ProgressDialog;
import android.content.Context;
import android.content.Intent;
import android.content.SharedPreferences;
import android.support.design.widget.TextInputLayout;
import android.support.v7.app.AppCompatActivity;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Toast;

import com.android.volley.AuthFailureError;
import com.android.volley.Request;
import com.android.volley.RequestQueue;
import com.android.volley.Response;
import com.android.volley.VolleyError;
import com.android.volley.toolbox.StringRequest;
import com.android.volley.toolbox.Volley;

import org.json.JSONArray;
import org.json.JSONException;
import org.json.JSONObject;

import java.util.HashMap;
import java.util.Map;

public class

MainActivity extends AppCompatActivity {
    EditText user,pass;
    TextInputLayout input_layout_user,input_layout_pass;
    Button login;
    ProgressDialog progressDialog;
    SharedPreferences sharedPreferences;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        sharedPreferences = getSharedPreferences("stupref",
Context.MODE_PRIVATE);

        input_layout_user =
findViewById(R.id.input_layout_user);
        input_layout_pass =
```



```

findViewById(R.id.input_layout_pass);
    user = findViewById(R.id.luser);
    pass = findViewById(R.id.lpass);
    login = findViewById(R.id.llogin);
    progressDialog = new
ProgressDialog(MainActivity.this);
    login.setOnClickListener(new View.OnClickListener() {
        @Override
        public void onClick(View v) {

            if (user.getText().toString().trim().isEmpty())
            {

input_layout_user.setError(getString(R.string.err_msg_user));

            }
            else if (pass.getText().toString().trim().isEmpty()) {

                input_layout_user.setErrorEnabled(false);

input_layout_pass.setError(getString(R.string.err_msg_passwor
d));
            }
            else if
            (user.getText().toString().equals("admin") && pass.getText().to
String().equals("admin"))
            {
                progressDialog.setMessage("Please Wait");
                progressDialog.show();
                Intent in=new
Intent(getApplicationContext(), AdminBottom.class);
                finish();
                startActivity(in);

            }
            else
            {
                progressDialog.setMessage("Please Wait");
                progressDialog.show();

                UserLogin();
            }

        }
    });

}

private void UserLogin() {

```

```

        progressDialog.dismiss();
        StringRequest stringRequest = new
StringRequest(Request.Method.POST,
"https://sangeethasa089.000webhostapp.com/Bankpro/login.php",
new Response.Listener<String>() {
    @Override
    public void onResponse(String response) {
        if(response.equalsIgnoreCase("failure")) {
            Toast.makeText(MainActivity.this,
response, Toast.LENGTH_LONG).show();
        }
        else{

            try {
                JSONObject obj = new
JSONObject(response);
                JSONArray arr =
obj.getJSONArray("project_details");//json array formate name
in php
                JSONObject product =
arr.getJSONObject(0);
                String
account=product.getString("accntno");
                Toast.makeText(MainActivity.this,
"Logged In Successfully", Toast.LENGTH_LONG).show();
                Intent intent = new
Intent(MainActivity.this, User_Bottom.class);
                intent.putExtra("accno",account);
                startActivity(intent);
                SharedPreferences.Editor editor =
sharedpreferences.edit();

                editor.putString("accno",account);
                editor.commit();
            } catch (JSONException e) {
                e.printStackTrace();
            }

        }

    }

}, new Response.ErrorListener() {
    @Override
    public void onErrorResponse(VolleyError error) {

        Toast.makeText(getApplicationContext(),"No
Internet Connection",Toast.LENGTH_LONG).show();
    }
}

```

```

        }
    }
    ){
        @Override
        protected Map<String, String> getParams() throws
AuthFailureError {
            Map<String, String> params = new
HashMap<String, String>();

params.put("User_Email",user.getText().toString());

params.put("User_Password",pass.getText().toString());


            return params;
        }

    };

    RequestQueue requestQueue=
Volley.newRequestQueue(getApplicationContext());
    requestQueue.add(stringRequest);
}
}

```

ADMIN BOTTOM

```

public class AdminBottom extends AppCompatActivity {

    private
BottomNavigationView.OnNavigationItemSelectedListener
mOnNavigationItemSelectedListener
    = new
BottomNavigationView.OnNavigationItemSelectedListener() {

        @Override
        public boolean onNavigationItemSelectedListener(@NonNull
MenuItem item) {
            switch (item.getItemId()) {
                case R.id.navigation_user:
                    Adduser fragment = new Adduser();
                    FragmentManager fragmentManager =
getSupportFragmentManager();

```

```

fragmentManager.beginTransaction().replace(R.id.adminframe,
fragment).commit();
        return true;
        case R.id.navigation_addmoney:
            AddMoney fragment1 = new AddMoney();
            FragmentManager fragmentManager1 =
getSupportFragmentManager();

fragmentManager1.beginTransaction().replace(R.id.adminframe,
fragment1).commit();
        return true;
        case R.id.navigation_statement:
            MiniStatement fragment2 = new
MiniStatement();
            FragmentManager fragmentManager2 =
getSupportFragmentManager();

fragmentManager2.beginTransaction().replace(R.id.adminframe,
fragment2).commit();
        return true;
        case R.id.navigation_adminlogout:
            Intent in=new
Intent(getApplicationContext(),MainActivity.class);
            startActivity(in);
            return true;
    }
    return false;
}
};

@SuppressLint("WrongViewCast")
@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_admin_bottom);
    SharedPreferences pref =
getSharedPreferences("ActivityPREF", Context.MODE_PRIVATE);
    SharedPreferences.Editor edt = pref.edit();
    edt.putBoolean("activity_executed", true);
    edt.commit();

    BottomNavigationView navigation =
(BottomNavigationView) findViewById(R.id.navigation);

    navigation.setOnNavigationItemSelectedListener(mOnNavigationI
temSelectedListener);
}

```

```
}
```

ADD USER

```
public class Adduser extends Fragment {
    TextInputLayout
    input_layout_username,input_layout_email,input_layout_pass,input_layout_phno,input_layout_age,input_layout_address,input_layout_gender;
    EditText username,pass,email,phno,age,address,gender;
    TextView accountno;
    Button signup;
    ProgressDialog progressDialog;
    private int progresstatus=0;
    Random random;
    int startRange=100000, endRange=999999;
    @Override
    public View onCreateView(LayoutInflater inflater,
    ViewGroup container,
                                Bundle savedInstanceState) {
        // Inflate the layout for this fragment
        View v= inflater.inflate(R.layout.fragment_adduser,
        container, false);
        username=v.findViewById(R.id.susername);
        email=v.findViewById(R.id.semail);
        pass=v.findViewById(R.id.spass);
        age=v.findViewById(R.id.sage);
        accountno=v.findViewById(R.id.saccountno);
        phno=v.findViewById(R.id.sphno);
        address=v.findViewById(R.id.saddress);
        gender=v.findViewById(R.id.sgender);

        input_layout_email=v.findViewById(R.id.sinput_layout_email);

        input_layout_address=v.findViewById(R.id.sinput_layout_addresses);

        input_layout_username=v.findViewById(R.id.sinput_layout_username);

        input_layout_pass=v.findViewById(R.id.sinput_layout_pass);

        input_layout_age=v.findViewById(R.id.sinput_layout_age);

        input_layout_phno=v.findViewById(R.id.sinput_layout_phno);

        input_layout_gender=v.findViewById(R.id.sinput_layout_gender);
    }
}
```

```

        random = new Random();
        accountno.setText("HA"+random.nextInt((endRange-
startRange)+startRange)+startRange);
        progressDialog = new ProgressDialog(getContext());

        final String emailPattern = "[a-zA-Z0-9._-]+@[a-
z]+\\.[a-z]+";

        signup=v.findViewById(R.id.ssign);
        signup.setOnClickListener(new View.OnClickListener()
{
            @Override
            public void onClick(View v) {
                String Email =
email.getText().toString().trim();

                if
(username.getText().toString().trim().isEmpty()) {
                    input_layout_username.setError("Enter
username");
                }
                else if (!Email.matches(emailPattern))
                {

input_layout_username.setErrorEnabled(false);
                    input_layout_email.setError("Enter Valid
Email");

                }

                else if
(pass.getText().toString().trim().isEmpty()) {

input_layout_email.setErrorEnabled(false);
                    input_layout_pass.setError("Enter
Password");
                }
                else if
(age.getText().toString().trim().isEmpty()) {
                    input_layout_pass.setErrorEnabled(false);
                    input_layout_age.setError("Enter Age");
                }

                else if
(gender.getText().toString().trim().isEmpty()) {
                    input_layout_age.setErrorEnabled(false);

```

```

        input_layout_gender.setError("Enter
Gender");
    }

    else if
(phno.getText().toString().trim().isEmpty()) {
input_layout_gender.setErrorEnabled(false);
        input_layout_phno.setError("Enter Valid
Phone Number");
    }
    else if
(address.getText().toString().trim().isEmpty()) {
input_layout_gender.setErrorEnabled(false);
        input_layout_address.setError("Enter
Address");
    }
    else
    {
        ProcessRequest();
    }

    }
    });
    return v;
}

private void ProcessRequest() {
    progressDialog.setMessage("Please Wait, We are
Inserting New Account Holder Data on Server");
    progressDialog.show();

    StringRequest sr = new
StringRequest(Request.Method.POST,
"https://sangeethasa089.000webhostapp.com/Bankpro/adduser.php
", new Response.Listener<String>() {

        @Override
        public void onResponse(String response) {
            progressDialog.dismiss();
            if(response.equalsIgnoreCase("Registered
successfull")) {

```

```

        Toast.makeText(getApplicationContext(), "Registered
Successfully", Toast.LENGTH_LONG).show();

    }
    else {

        // Showing Echo Response Message Coming
        From Server.

        Toast.makeText(getActivity(), response,
        Toast.LENGTH_LONG).show();

    }
}
}, new Response.ErrorListener() {
    @Override
    public void onErrorResponse(VolleyError error) {
        progressDialog.dismiss();

        Toast.makeText(getActivity(), "No Internet
Connection", Toast.LENGTH_LONG).show();
    }
}) {
    @Override
    protected Map<String, String> getParams() throws
    AuthFailureError {
        Map<String, String> params = new
        HashMap<String, String>();

        // Adding All values to Params.

        String name =
        username.getText().toString().trim();
        String Pass =
        pass.getText().toString().trim();
        String
        Email=email.getText().toString().trim();
        String Age = age.getText().toString().trim();
        String Gender =
        gender.getText().toString().trim();
        String Phno=phno.getText().toString().trim();
        String
        Address=address.getText().toString().trim();

        params.put("NAME", name);

        params.put("ACCNO", accountno.getText().toString());
        params.put("EMAIL", Email);
        params.put("PASSWORD", Pass);
        params.put("AGE", Age);
    }
}

```



```

        params.put("GENDER", Gender);
        params.put("PHNO", Phno);
        params.put("ADDRESS", Address);

        return params;
    }

};
RequestQueue requestQueue=
Volley.newRequestQueue(getApplicationContext());
requestQueue.add(sr);

}
}

```

USER BOTTOM

```

public class User_Bottom extends AppCompatActivity {

    private TextView mTextMessage;
    SharedPreferences sharedPreferences;

    private
    BottomNavigationView.OnNavigationItemSelectedListener
    mOnNavigationItemSelectedListener
        = new
    BottomNavigationView.OnNavigationItemSelectedListener() {

        @Override
        public boolean onNavigationItemSelected(@NonNull
        MenuItem item) {
            switch (item.getItemId()) {
                case R.id.navigation_transfermoney:
                    TransferAmount fragment = new
                    TransferAmount();
                    FragmentManager fragmentManager =
                    getSupportFragmentManager();

                    fragmentManager.beginTransaction().replace(R.id.userframe,
                    fragment).commit();

                    return true;
                case R.id.navigation_ministatement:
                    User_Mini_Statement fragment1 = new
                    User_Mini_Statement();
                    FragmentManager fragmentManager1 =
                    getSupportFragmentManager();

```

```

fragmentManager1.beginTransaction().replace(R.id.userframe,
fragment1).commit();

        return true;
        case R.id.navigation_logout:
            sharedPreferences =
getApplicationContext().getSharedPreferences("stupref",
Context.MODE_PRIVATE);
            SharedPreferences.Editor editor =
sharedPreferences.edit();
            editor.clear();
            Intent in=new
Intent(getApplicationContext(),MainActivity.class);
            startActivity(in);

        return true;
    }
    return false;
}
};

@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_user_bottom);

    mTextMessage = (TextView) findViewById(R.id.message);
    BottomNavigationView navigation =
(BottomNavigationView) findViewById(R.id.navigation);

    navigation.setNavigationItemSelectedListener(mOnNavigationI
temSelectedListener);
}
}

```

TRANSFER AMOUNT

```

public class TransferAmount extends Fragment {
    TextInputLayout input_layout_addmoney;
    TextView fromaccount;
    AutoCompleteTextView toaccount;
    ArrayAdapter<String> adapter;
    ArrayList<String> accountno;
    EditText description,amount;
    Button Transfer;
    @Override
    public View onCreateView(LayoutInflater inflater,
ViewGroup container,
Bundle savedInstanceState) {
        // Inflate the layout for this fragment
        View v=

```

```

inflater.inflate(R.layout.fragment_transfer_amount,
container, false);
    fromaccount=v.findViewById(R.id.from);
    Intent in=getActivity().getIntent();
    String accono=in.getStringExtra("accno");
    fromaccount.setText(accono);

    toaccount=v.findViewById(R.id.to);
    toaccount.setThreshold(1);
    accountno=new ArrayList<String>();
    Autotextprocess();

input_layout_addmoney=v.findViewById(R.id.sinput_layout_trans
amounnt);
    description=v.findViewById(R.id.transdescription);
    amount=v.findViewById(R.id.transamount);
    Transfer=v.findViewById(R.id.Transmoney);
    Transfer.setOnClickListener(new
View.OnClickListener() {
        @Override
        public void onClick(View v) {
            if
            (amount.getText().toString().trim().isEmpty()) {
                input_layout_addmoney.setError("Enter
amount");
            }
            else {

input_layout_addmoney.setErrorEnabled(false);
                tranferprocess();
            }

        }
    });
    return v;
}

private void tranferprocess() {
    StringRequest stringRequest = new
StringRequest(Request.Method.POST,
"https://sangeethasa089.000webhostapp.com/Bankpro/transfer.ph
p", new Response.Listener<String>() {
        @Override
        public void onResponse(String response) {

Toast.makeText(getActivity(),response,Toast.LENGTH_LONG).show
();

        }

    }, new Response.ErrorListener() {
        @Override

```

```

        public void onErrorResponse(VolleyError error) {

            Toast.makeText(getApplicationContext(), "No Internet
Connection", Toast.LENGTH_LONG).show();

        }
    }
}

@Override
protected Map<String, String> getParams() throws
AuthFailureError {
    Calendar calendar = Calendar.getInstance();
    SimpleDateFormat mdformat = new
SimpleDateFormat("yyyy / MM / dd ");
    String strDate =
mdformat.format(calendar.getTime());

    Map<String, String> params = new
HashMap<String, String>();

    params.put("from", fromaccount.getText().toString());

    params.put("to", toaccount.getText().toString());
    params.put("dat", strDate);

    params.put("des", description.getText().toString());

    params.put("amount", amount.getText().toString());

    return params;
}

};

RequestQueue requestQueue=
Volley.newRequestQueue(getApplicationContext());
requestQueue.add(stringRequest);
}

private void Autotextprocess() {
    StringRequest stringRequest = new
StringRequest(Request.Method.GET,
"https://sangeethasa089.000webhostapp.com/Bankpro/holders.php
", new Response.Listener<String>() {

```

```

        @Override
        public void onResponse(String response) {
            try {
                //converting the string to json array
                object

                JSONObject obj = new
                JSONObject(response);
                JSONArray arr =
                obj.getJSONArray("project_details");//json array formate name
                in php

                //traversing through all the object
                for (int i = 0; i < arr.length(); i++) {

                    //getting product object from json
                    array

                    JSONObject product =
                    arr.getJSONObject(i);

                    accountno.add(product.getString("accountno"));

                    Toast.makeText(getActivity(), response, Toast.LENGTH_LONG).show
                    ();

                }

                adapter = new
                ArrayAdapter<String>(getActivity(), android.R.layout.select_di
                alog_item, accountno);
                //creating adapter object and setting it
                to recyclerview

                toaccount.setAdapter(adapter);
            } catch (JSONException e) {
                e.printStackTrace();
            }

        }

    }, new Response.ErrorListener() {
        @Override
        public void onErrorResponse(VolleyError error) {

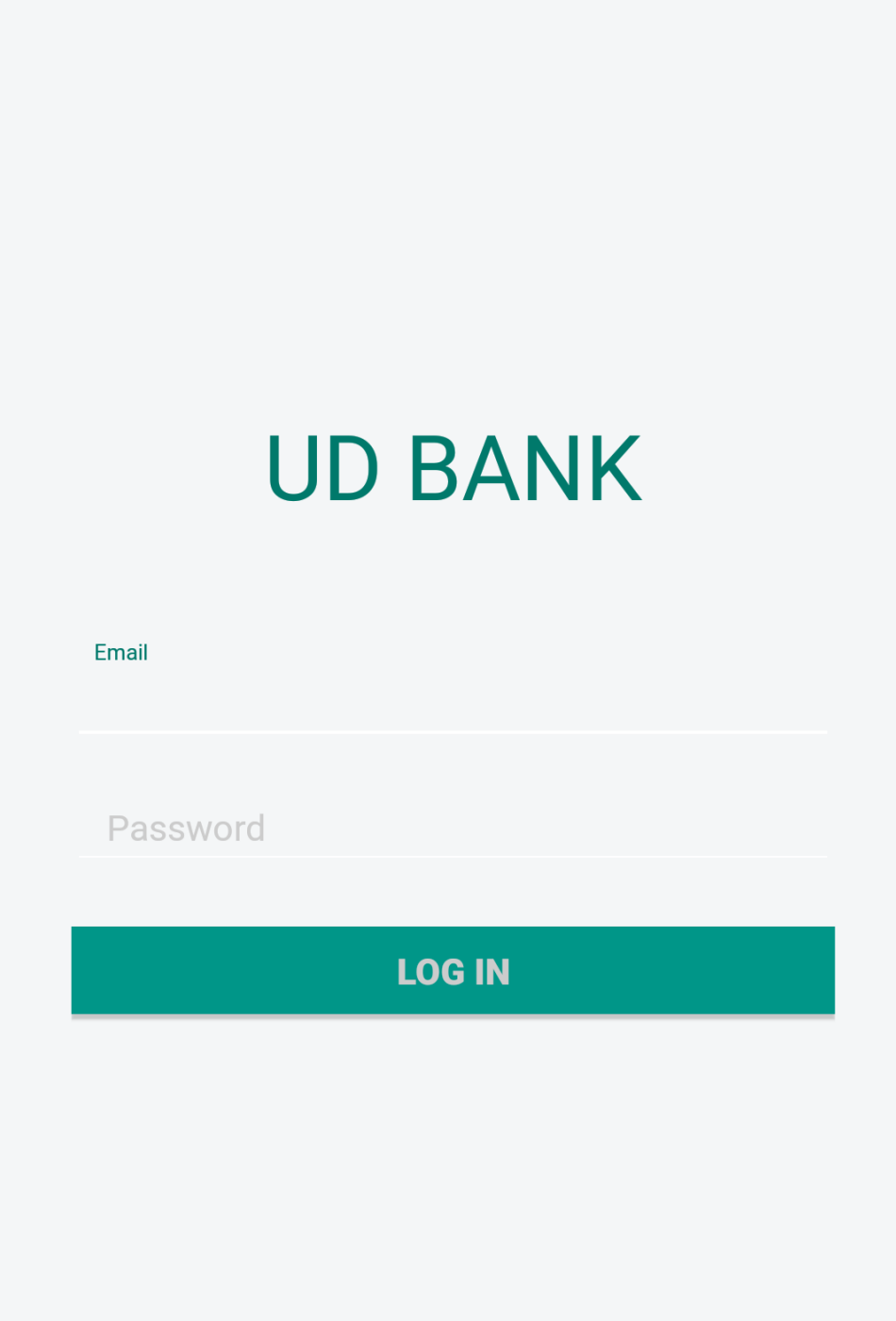
            Toast.makeText(getContext(), "No Internet
            Connection", Toast.LENGTH_LONG).show} }
    ) {

```

```
        };  
  
        RequestQueue requestQueue=  
Volley.newRequestQueue(getActivity());  
        requestQueue.add(stringRequest);  
  
    }  
  
}
```

SCREEN SHOTS:

HOME PAGE

A screenshot of the UD BANK login page. The page has a light gray background. In the center, the text "UD BANK" is displayed in a large, bold, teal font. Below this, there are two input fields. The first field is labeled "Email" in a small, teal font, and the second field is labeled "Password" in a small, gray font. Both fields have a thin white border. Below the input fields is a teal button with the text "LOG IN" in white, bold, uppercase letters. The button has a slight shadow effect.

UD BANK

Email

Password

LOG IN

CREATE ACCOUNT HOMEPAGE



HA737443100000

Name

Email

Password


Age

Gender


Phone Number


Address


SIGN UP



Add holder








CREATE ACCOUNT


choose Account No


Enter Amount


Enter Deposited by self or others

ADD MONEY




Add Money





ADD MONEY

USER HOME PAGE



TRANSFER MONEY

HA271793100000

Transfer Account No

Enter Amount

Purpose of Money Transfer

TRANSFER MONEY



Transfer Money



Mini Statement



Logout

USER MINI STATEMENT



Transfer Money



Mini Statement



Logout

8.REFERENCES

REFERENCES:

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