MME: MONEY MADE EASY A PROJECT REPORT

Submitted in partial fulfillment for the award of the degree of

B. TECH

in

Computer Science & Engineering

by

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School of Computer Science & Engineering

June 2020-21

DECLARATION BY CANDIDATES

We hereby declare that the project report entitled "MME: MONEY MADE EASY" submitted by us to VIT University, Vellore in partial fulfillment of the requirement for the award of the degree of **B.Tech.(CSE)** is a record of J component of project work carried out by me under the guidance of **Prof. Senthilkumar N**. We further declare that the work reported in this project has not been submitted and will not be submitted, either in part or in full, for the award of any other degree or diploma in this institute or any other institute or university.

Place: Vellore Signature of Candidates

Date: 5/6/21 Harshvardhan Mishra
Date: 5/6/21 Debargha Guha Neogi
Date: 5/6/21 Ansh Chandarana

1. INTRODUCTION

1.1 ABSTRACT

This is a payments service, targeted at users in colleges and universities. In this website, activities start with MME automating a customer account, which allows personnel to create, update and maintain customer records. The MME software have enhanced the accuracy of accounts that tellers and other banking personnel process. This software performs customer transactions through a centralized data record system. Account management is the genesis and backbone of all banking information systems.

1.2 BACKGROUND

The Traditional way of maintaining details of a user in a bank was to enter the details and record them. Every time the user needs to perform some change in account, we have to go to bank and perform the necessary actions, which may not be so feasible all the time. It may be a hard-hitting task for the users and the bankers too. So, it provides enhanced techniques for maintaining the required information up-to-date, which results in efficiency. Therefore, its management procedure is more challenging as regulatory system always is there to control the bank management is solved by it. Commercial or retail banks use what is known as core banking software which record and manage the transactions made by the bank's customers to their accounts. Online money transaction software is used by millions of users across hundreds or thousands of branches. This means that the software must be managed on many machines and be accessible by everyone. The core banking system is a major investment for a retail banks and maintaining and managing the system can represent a large part of the cost of running a bank. Thus, very useful in today's world. It allows you to bypass bank lines.

1.3 ORGANIZATION OF REPORT

- 1. Introduction
- 1.1 Abstract
- 1.2 Background
- 1.3 Organization of the Report

2. Overview and Planning

- 2.1 Proposed System Overview
- 2.2 Hardware Requirements
- 2.3 Software Requirements
- 2.4 Project Schedule (Gantt chart)

3. System Implementation

- 3.1 Code and/or Architecture Development
- 3.2 Test Results

4. Results and Discussion

- 4.1 Output/Results
- 4.2 Discussion
- 5. Conclusion
- 6. References

2. OVERVIEW AND PLANNING

2.1 PROPOSED SYSTEM OVERVIEW

DATA COLLECTION: -

- 1. Create New Account: The customer profile details and the bank account details with the proof of the ownership of the bank account.
- 2. Login: Account holders can login in to the system using id and password. Thus, this is the secured login page for the customers in the website.
- 3. Transfer: This is the module to make fund transfer to bank account holders from the customer's specified bank account.
- 4. Transactions: This module displays the transactions made by the customer in with the transaction details.

DATA VALIDATION: -

Almost every field in the database which is sensitive that is responsible for some important changes are validated. Basically, we validate the field as such is numeric and the length if necessary.

So, while performing the transaction at faster rate user is going to face problems or can make any sort of blunder in the status, number, name, account detail and other field so it can be taken care with using validation.

Mostly the validation is carried out in the lost focus, click, change and other similar events where the entered value is compared with the one stored in the database and if there is duplication to occur or no match with the database then the entry is to be removed and user is prompt to re-enter it.

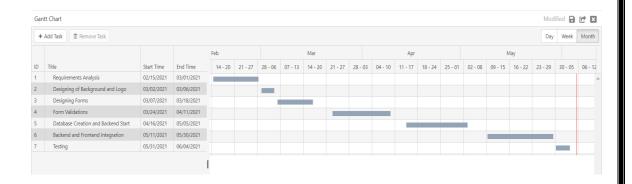
2.2 HARDWARE REQUIREMENTS

Operating System Windows 7, 8,10

2.3 SOFTWARE REQUIREMENTS

Front End/Language HTML, CSS, JAVASCRIPT Back End/Database PHP, MYSQL Additional Tools XAMP Server

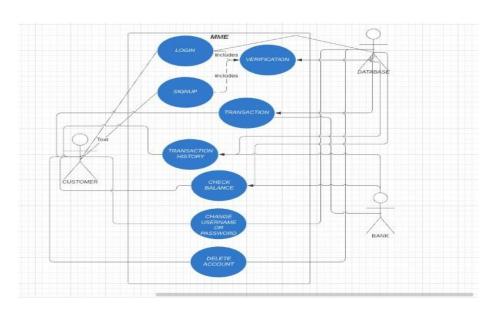
2.4 PROJECT SCHEDULE (GANTT CHART)



3. SYSTEM IMPLEMENTATION

3.1 CODE/ARCHITECTURE DEVELOPMENT

USE CASE DIAGRAM



welcome_page.php

```
<?php
include("connect.php");
session_start();
?>
<!DOCTYPE html>
<html>
<head>
   <meta charset="UTF-8" author="Debargha">
   <title>MME: Money Made Easy</title>
   k rel="icon" type="image/x-icon" href="../logo/Logo1.png">
   k rel="stylesheet" type="text/css"
href="../css/welcome_style.css"> <!--link the welcome_style.css file-->
</head>
<body>
<canvas></canvas>
<script src="../js/canvas.js"></script>
                                                      <!--use the
canvas.js file-->
<img src="../logo/Logo.png" alt="logo" usemap="#logomap"
width="600" height="150">
<map name="logomap">
                                                  <!--use of
imagemap-->
   <area shape="rect" coords="0,0,600,150" alt="hom"</pre>
href="home_page.html">
</map>
<a href="home_page.html">
                                                  <!--reffering to home
page-->
<button type="submit" class="home">Home</button></a>
                                                 <!--reffering to login
<a href="login_page.php">
page-->
<button type="submit" class="login">Login</button></a>
<a href="signup_page.php">
                                                   <!--reffering to
signup page-->
<button type="submit" class="signup">Sign Up</button></a>
</body>
</html>
```

signup_page.php

```
<?php
if (isset($_GET['signupFailed'])) {
    $message1 = "Record not Found in your bank's database.";
    echo "<script type='text/javascript'>alert('$message1');</script>";
if (isset($_GET['signupFailed1'])) {
    $message2 = "You already have an account! Please Log In.";
    echo "<script type='text/javascript'>alert('$message2');</script>";
if (isset($_GET['signupFailed2'])) {
    $message2 = "Username already taken please fill a different
username.";
    echo "<script type='text/javascript'>alert('$message2');</script>";
if (isset($_GET['signupFailed3'])) {
    $message2 = "The account number is not associated with this name in
the bank.";
    echo "<script type='text/javascript'>alert('$message2');</script>";
if (isset($_GET['signupFailed4'])) {
    $message2 = "The account number is not associated with the selected
bank.";
    echo "<script type='text/javascript'>alert('$message2');</script>";
?>
<!DOCTYPE html>
<html>
<head>
   <meta charset="UTF-8" author="Ansh">
   <title>Sign up page</title>
   <script type="text/javascript"</pre>
src="https://cdnjs.cloudflare.com/ajax/libs/intl-tel-
input/17.0.8/js/intlTelInput.min.js"></script>
   <script type="text/javascript" src="../js/check.js"></script>
   k rel="icon" type="image/x-icon" href="../logo/Logo1.png">
   link rel="stylesheet" type="text/css" href="../css/base.css">
   k rel="stylesheet" type="text/css" href="../css/signup_style.css">
   k rel="stylesheet"
href="https://cdnjs.cloudflare.com/ajax/libs/intl-tel-
input/17.0.8/css/intlTelInput.css">
</head>
<body>
   <canvas></canvas>
```

```
<script src="../js/canvas.js"></script>
   <img src="../logo/Logo.png" alt="logo" usemap="#logomap"
width="200" height="80">
<map name="logomap">
   <area shape="rect" coords="0,0,200,80" alt="hom"</pre>
href="home_page.html">
</map>
<a href="login_page.php">
   <button type="submit" class="login">Login/button>
  </a>
  <a href="home_page.html">
   <button type="submit" class="home">Home</button>
  </a>
         <h1>Welcome to Sign up page</h1>
         <div class="signup">
         <form action="signup_action.php" method="post">
         <label for="fname">First Name<font size="2">&#9733;</font>:
         <input type="text" id="fname" name="fname"</pre>
placeholder="Enter your First Name" size="40" required
onchange="CheckName(fname);"></label><br>
         <label for="fname">Last Name<font size="2">&#9733;</font> :
         <input type="text" id="lname" name="lname"</pre>
placeholder="Enter your First Name" size="40" required
onchange="CheckName(fname);"></label><br>
         <label for="bank">Bank Name <font</pre>
size="2">★</font>&nbsp;:&nbsp;
         <select name="bank" id="bank" onblur="checkselect1();"
required>
               <option id="bank1" name="default" value="">Select Your
Bank Name</option>
               <option value="SBI" id="bank2" name="SBI">State Bank
of India</option>
               <option value="ICICI" id="bank3"</pre>
name="ICICI">ICICI</option>
               <option value="UBI" id="bank4" name="UBI">Union
Bank of India</option>
               <option value="CBI" id="bank5" name="CBI">Central
Bank of India
               <option value="HDFC" id="bank6"</pre>
name="HDFC">HDFC Bank</option>
         </select></label><br>>
         <label for="accountno">Account No.<font</pre>
size="2">★</font>:
         <input type="text" id="accountno" name="accountno"</pre>
```

```
placeholder="Please Enter your Bank Account No." size="40" required
onchange="checkbankacc(accountno);"></label><br>
         <label for="username">Username<font</pre>
size="2">★</font>:
         <input type="text" id="username" name="username"</pre>
placeholder="Enter a Username of your Choice" size="40" required
onfocus="show(span1);"
onblur="document.getElementById('span1').style.display='none';"
onchange="CheckUsername(username);"></label><span
id="span1">ⓘ Convention: Username should contain only 5
characters which should include atleast one from
@,#,$,&</span><br><br>
         <label for="pw">Login Password<font</pre>
size="2">★</font>:
         <input type="password" id="pw" name="pw" required
size="40" placeholder="Enter a Password of your choice"
onfocus="show(span2);"
onblur="document.getElementById('span2').style.display='none';"
onchange="CheckPassword(pw);"></label><span id="span2">&#9432;
Convention: Password can vary in length from 8-12 characters which
should include atleast one from @,#,$,& , it should also have atleast one
uppercase and one lower case letter, it should also have atleast one
number</span><br><br>
         <label for="cpw"> Confirm Login Password<font</pre>
size="2">★</font>:
         <input type="password" id="cpw" name="cpw" required</pre>
minlength="8" maxlength="15" onkeyup="check(pw,cpw,message);"
size="40" placeholder="Confirm your password"><span
id='message'></span></label><br>
         <label for="tpw">Transaction Password<font</pre>
size="2">★</font>:
         <input type="password" id="tpw" name="tpw" required</pre>
size="40" placeholder="Enter a Password of your choice"
onfocus="show(span3);"
onblur="document.getElementById('span3').style.display='none';"
onchange="CheckPassword(tpw);"></label><span id="span3">&#9432;
Convention: Password can vary in length from 8-12 characters which
should include atleast one from @,#,$,%, it should also have atleast one
uppercase and one lower case letter, it should also have atleast one
number</span><br><br>
         <label for="tcpw">Confirm Transaction Password<font</pre>
```

<input type="password" id="tcpw" name="tcpw" required</pre>

size="2">★:

```
size="40" placeholder="Confirm your Transaction password"
onkeyup="check(tpw,tcpw,message1);"><span
id='message1'></span></label><br>
         <label for="contactno">Contact-no<font</pre>
size="2">★</font>: </label><input type="tel" name="contactno"
id="contactno" onchange="checkcontact(contactno)"><br><br>
         <label for="email">Email Id<font size="2">&#9733;</font> :
         <input type="email" id="email" name="email"</pre>
placeholder="Enter your Email Id" size="40" required
onchange="checkEmail(email);"></label><br>
         <center><font size="2">&#9733; mandatory
fields</font><br>
          <input type="submit" name="signupbtn" class="btn1"</p>
value="Submit"></center></form></div>
</body>
<script>
 function getIp(callback) {
fetch('https://ipinfo.io/json?token=e8d8fb45a7cc9c', { headers: { 'Accept':
'application/json' }})
 .then((resp) => resp.json())
 .catch(() => {
  return {
   country: 'us',
  };
 })
 .then((resp) => callback(resp.country));
 const phoneInputField = document.querySelector("#contactno");
 const phoneInput = window.intlTelInput(phoneInputField, {
   initialCountry: "auto",
  geoIpLookup: getIp,
  preferredCountries: ["in","us","uk","ru"],
  utilsScript:
   "https://cdnjs.cloudflare.com/ajax/libs/intl-tel-
input/17.0.8/js/utils.js",
 });
 function telephone(){
   const phoneNumber = phoneInput.getNumber();
   alert(phoneNumber);
</script>
</html>
```

transaction_page.php

```
<?php
include("connect.php");
session_start();
if(!isset($_SESSION['username']))
 header("location: login_page.php");
$query1 = "SELECT * FROM bankaccounts WHERE account_no =
"".$_SESSION['account_no'].""";
$result1 = mysqli_query($con, $query1);
if($result1 && mysqli_num_rows($result1) > 0)
 $acc_data = mysqli_fetch_assoc($result1);
 $balance = $acc_data['balance'];
if (isset($_GET['transFailed1'])) {
    $message1 = "Insufficient Balance.";
    echo "<script type='text/javascript'>alert('$message1');</script>";
if(isset($_GET['transFailed2'])){
 $message = "Wrong Transaction Password filled! Please try again.";
 echo "<script type='text/javascript'>alert('$message');</script>";
?>
<!DOCTYPE html>
<html>
<head>
 <meta name="viewport" content="width=device-width, initial-scale=1">
   <title>Transaction</title>
 <script type="text/javascript" src="../js/check.js"></script>
   k rel="icon" type="image/x-icon" href="../logo/Logo1.png">
   link rel="stylesheet" type="text/css" href="../css/base.css">
   link rel="stylesheet" type="text/css" href="../css/services.css">
</head>
<body>
 <canvas></canvas>
 <script src="../js/canvas.js"></script>
 <img src="../logo/Logo.png" alt="logo" usemap="#logomap"</pre>
width="100" height="50">
<map name="logomap">
 <area shape="rect" coords="0,0,200,80" alt="hom1"</pre>
href="dashboard_page.php">
</map>
```

```
<a href="logout_action.php">
 <button type="submit" class="logout">Log Out</button>
  </a>
 <div class="topnav">
 <a href="dashboard_page.php" id="dashboard">Dashboard</a>
 <a class="active" href="transaction_page.php"
id="trans">Transaction</a>
 <a href="transactionhistory_page.php" id="transhis">Transaction
History</a>
 <a href="checkbalancepage.php" id="bal">Check Balance</a>
 <a href="deleteacc_page.php" id="del">Delete Account</a>
 <a href="contactpage.php" id="contact">Contact</a>
</div>
    <div><h1>Welcome to Transaction page</h1>
     <form action="transaction_action.php" method="post">
    <label for="pacno">Beneficiary Account No. <font</pre>
size="2">★</font>:&nbsp; </label><input type="text" id="pacno"
name="pacno" placeholder="Enter your Account Number" size="40"
required onchange="checkbankacc(pacno);"><br><br>
    <label for="tacno">Re-enter Beneficiary Account Number <font</pre>
size="2">★</font> &nbsp;:&nbsp; </label><input type="text"
id="tacno" name="tacno" placeholder="Enter Beneficiary Account
Number size=40 required onchange=checkbankacc(tacno);
check(pacno, tacno, message);" onfocus="hide(pacno);"
onblur="show1(pacno);"> <span id="message"></span><br><br>
    <label for="amonut">Amount <font size="2">&#9733;</font>
 : </label><input type="text" id="amount" name="amount"
placeholder="Enter Amount to be transferred" size="40" required
onchange="checkamount(amount);" onfocus="show(span1);"
onblur="document.getElementById('span1').style.display='none';"></label
><font style="font-size: 12px;"> Balance:<?php echo $balance;
?></font><span id="span1" style="display: none;">&#9432; The lower
limit for transaction is 100 and upper limit for transaction is
<label for="password">Transaction Password<font</pre>
size="2">★</font> &nbsp;:&nbsp; </label><input
type="password" id="pw" name="pw" placeholder="Enter Transaction
Password" size="40" required
onchange="CheckPassword1(pw);"><br><br>
    <font size="2">&#9733; mandatory fields</font><br>
    <input type="submit" name="transbtn" value="Submit"</pre>
class="btn1"></form>
  </div>
</body>
</html>
```

Changeusername_page.php

```
<?php
include("connect.php");
session_start();
if(!isset($_SESSION['username'])){
   header("location: login_page.php");
if (isset($_GET['usernamechangeFailed'])) {
    $message = "Fill the correct old username";
    echo "<script type='text/javascript'>alert('$message');</script>";
if (isset($_GET['usernamechangeFailed1'])) {
    $message = "The new username filled by you is already in use, please
fill a different username.";
    echo "<script type='text/javascript'>alert('$message');</script>";
?>
<!DOCTYPE html>
<html>
<head>
   <title>Change Username</title>
   k rel="stylesheet" type="text/css" href="../css/base.css">
   k rel="stylesheet" type="text/css" href="../css/services.css">
   k rel="icon" type="image/x-icon" href="../logo/Logo1.png">
   <script type="text/javascript" src="../js/check.js"></script>
</head>
<body>
   <canvas></canvas>
   <script src="../js/canvas.js"></script>
 <img src="../logo/Logo.png" alt="logo" usemap="#logomap"
width="100" height="50">
<map name="logomap">
 <area shape="rect" coords="0,0,200,80" alt="hom1"</pre>
href="dashboard_page.php">
</map>
<a href="confirmlogout.php">
   <button type="submit" class="logout">Log Out</button>
  </a>
   <div class="changeusername">
          <h1>Change Username</h1>
          <form action="changeusername_action.php" method="post">
```

```
<label for="oldusername">Enter Old Username <font</pre>
size="2">★</font>:&nbsp;
                <input type="text" name="oldusername"</pre>
id="oldusername"></label><br>
                <label for="newusername">Enter New Username <font</pre>
size="2">★</font>:&nbsp;
                <input type="text" name="newusername"</pre>
id="newusername"
onchange="CheckUsername1(newusername)"></label><br>
                <label for="renewusername">Confirm New Username
<font size="2">&#9733;</font>:&nbsp;
                <input type="text" name="renewusername"</pre>
id="renewusername"
onkeyup="check(newusername,renewusername,message)"
onfocus="hide(newusername);" onblur="show1(newusername);"><span
id="message"></span></label><br>
                <fort size="2">&#9733; mandatory fiels</fort><br>
   <input type="submit" name="usernamechangebtn" value="Submit"</pre>
class="btn1"></form>
   </div>
</body>
</html>
Canvas.js
var canvas = document.querySelector('canvas');
canvas.width=window.innerWidth;
                                           // setting width as the
width of screen
canvas.height=window.innerHeight;
                                          // setting height as the
height of screen
                                      // setting canvas for 2d shapes
var c = canvas.getContext('2d');
var mouse = {
                       //mouse variable declaration
  x:undefined,
  y:undefined
var maxRadius = 40;
                          //maximum radius of circle achieved
var maxkadius = 40; // maximum radius of circ
var colorArray = [ // declaration of colorArray
'#590212',
'#8C0327',
'#BF8494',
'#BF471B',
'#D99B84'
window.addEventListener('mousemove', function(event){
                                                          //event
```

```
listener so that the circle enlarges when mouse movement happens
  mouse.x = event.x;
  mouse.y = event.y;
});
window.addEventListener('resize', function(){
canvas.height=window.innerHeight;
canvas.width=window.innerWidth;
init();
});
function Circle(x,y,dx,dy,radius,minRadius){
                                                                 //Circle
function using OOPS concept on JS
  this.x = x;
  this.y = y;
  this.dx = dx;
  this.dy = dy;
  this.radius = radius;
  this.minRadius = radius;
  this.color = colorArray[Math.floor(Math.random() * colorArray.length)];
  this.draw = function(){
                                            //function to draw circle
  c.beginPath();
  c.arc(this.x,this.y,this.radius,0,360, false);
  c.fillStyle = this.color;
  c.fill();
  this.update = function(){
                                              //function for moving circle
and enlarging them
  if (this.x+this.radius>canvas.width | | this.x-this.radius<0)
   this.dx = -this.dx;
  if (this.y+this.radius>canvas.height | | this.y-this.radius<0)
   this.dy = -this.dy;
  this.x+=this.dx;
  this.y+=this.dy;
  if(mouse.x-this.x<50 && mouse.x-this.x>-50 && mouse.y-this.y<50
//interactivity
    && mouse.y-this.y>-50)
    if(this.radius<maxRadius){
      this.radius +=1:
```

```
else if(this.radius>this.minRadius)
    this.radius -=1;
  this.draw();}
                                           //declaration of cicleArray for
var circleArray = [];
storing the circles
                                         //function init() to define the
function init(){
properties of circle
  circleArray = [];
  for (var i = 0; i < 600; i++)
   radius = Math.random() * 3 + 4;
   var x = Math.random()*(canvas.width-(radius*2)) + radius*2;
   var y = Math.random()*(canvas.height-(radius*2)) + radius*2;
   var dx = (Math.random() - 0.5)*2;
   var dy = (Math.random() - 0.5)*2;
   circleArray.push(new Circle(x,y,dx,dy,radius));
function animate(){
                                           //function controlling the
animation
  requestAnimationFrame(animate);
  c.clearRect(0,0,canvas.width,canvas.height);
  for (var i = 0; i < circleArray.length; i++) {
   circleArray[i].update();
animate();
init();
```

services.css

```
button.signup{
 position: fixed;
 top:10px;
 left: 900px;
 width:150px;
 height:70px;
button.home{
 position: fixed;
 top:10px;
 left: 1090px;
 width:150px;
 height:70px;
button.logout{
   position: fixed;
   top:10px;
   left: 1000px;
   width:150px;
   height:70px;
}
div{
 position: fixed;
 top:210px;
 left: 250px;
 margin: auto;
 background-image: linear-gradient(to right,#ff3333,#ffb3b3);
 margin: auto;
 width:800px;
 height: 350px;
 overflow: auto;
 font-family: sans-serif;
 font-size: 12pt;
 border-radius: 15px;
 text-align: center;
div.signup
 padding: 20px;
.loginpasschange, .transpasschange{
   display: none;
.back1, .back2{
```

```
color: #000000;
 float: left;
 font-size: 20px;
 font-weight: bold;
.back1:hover,
.back1:focus,
.back2:hover,
.back2:focus{
 color: #ffffff;
 text-decoration: none;
 cursor: pointer;
.delacc{
   position: fixed;
   padding-top: 20px;
   padding-left: 20px;
   text-align: left;
.topnav {
 position: fixed;
 top: 120px;
 left:0px;
 width:100%;
 height: 40px;
 overflow: hidden;
 background-image: linear-gradient(to right,#ff3333,#ffb3b3);
 border-radius: 15px;
.topnav a {
 float: left;
 color: #000000;
 text-align: center;
 padding: 14px 16px;
 text-decoration: none;
 font-size: 17px;
.topnav a:hover {
background-image: linear-gradient(to right,#00cc66,#99ffcc);
 font-weight: bold;
.topnav a.active {
 background-color: #00cc66;
 color: white;
 font-weight: bold;
 border-radius: 15px;
```

```
}
tr:hover{
   background-color: #99ffcc;
}
```

GITHUB REPOSITORY LINK (For Rest of the Codes):

https://github.com/debar2001/Project-IWP/tree/master

3.2 <u>TEST RESULTS</u>

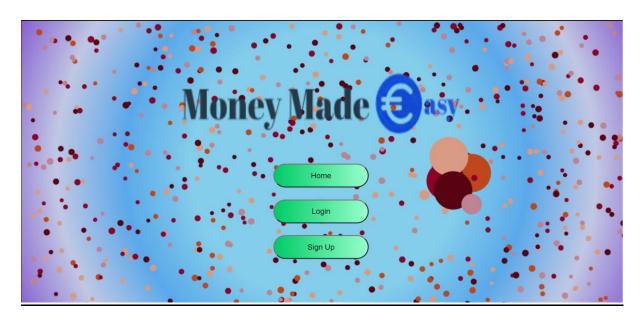
Test Case Id	Test Case Name	Test Data	Criteria	Expected Result	Actual Result	Test Case Passed/ Failed
01	Username validation	Username: dgn@1	username should be of 5 characters. At least one of them should be special symbol	No alert pop-up since username is correct	No alert pop-up	Passed
02	Login Password validation	Login Password: Welcome@2001	Password should contain 8-12 characters At least one should be a capital letter, one should be small letter, one should be digit and a special character	No alert pop-up Since password is correct	No alert pop-up	Passed
03	First name, last name validation	Fist name: Debargha Last name: Guha	First name and last name should not contain any character other than letters	No Alert pop since the test data is correct	No alert pop-up	Passed

04	Account Number	Account Number: 123	The Account should be between 11- 16 digits	Alert Pop- Up since the test data doesn't have 11 digits	Alert Pop-Up	Passed
05	Bank name validation	No Bank Chosen	A Bank Name should be chosen	Alert Pop- Up since no bank name chosen	Alert Pop-Up	Passed
06	Email validation	Email: Ansh0123	The email should be valid	Alert Pop- Up since test data not a valid email	Alert Pop-Up	Passed
07	Transaction Amount validation	Amount: 12	The Amount should be between 100-1000000	Alert Pop- Up since test data not a valid amount	Alert Pop-Up	Passed
08	OTP Validation	OTP: 12345	The OTP should be 0f 6 digits	Alert Pop- Up since test data OTP has less than 6 digits	Alert Pop-Up	Passed
09	Confirm mechanism for passwords	Password: Welcome@2001 Confirm Password: Wel@20012	The 2 entries should be same	Red 'X' mark as both are not matching	Red 'X' mark	Passed
10	Transaction Password Validation	Transaction Password: Welcome@2002	Password should contain 8-12 characters At least one should be a capital letter, one should be small letter, one should be digit and a special character	No Alert Pop-Up as test data satisfies all the conditions	No Alert Pop-Up	Passed
11	Transaction Validation	Amount:120000 Balance: 40000	If Amount > Balance than no transaction should happen	Alert Pop- Up after filling transaction details in form	Alert Pop-Up	Passed

4. RESULTS AND DISCUSSION

4.1 RESULTS/OUTPUT

Welcome Page:



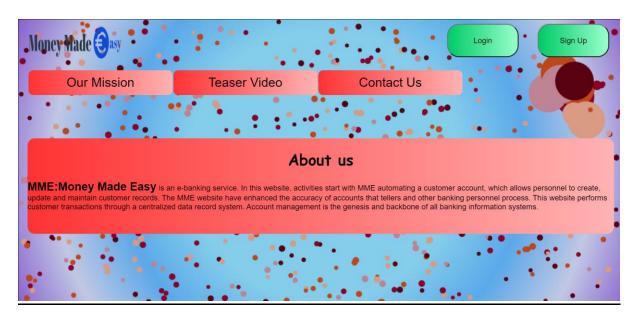
Login Page:



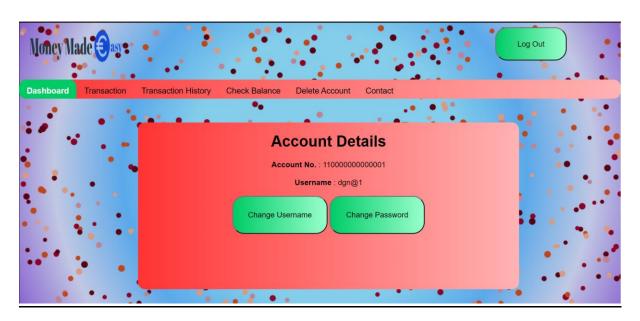
Sign up Page:



Home Page:



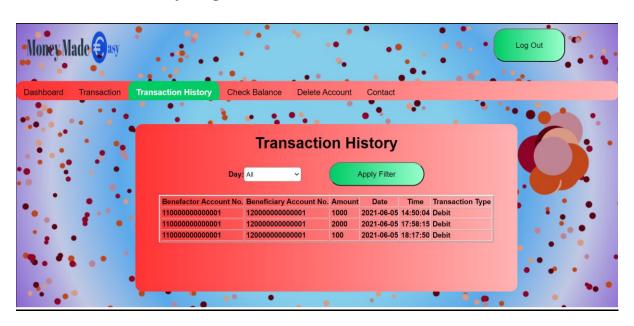
Dashboard Page:



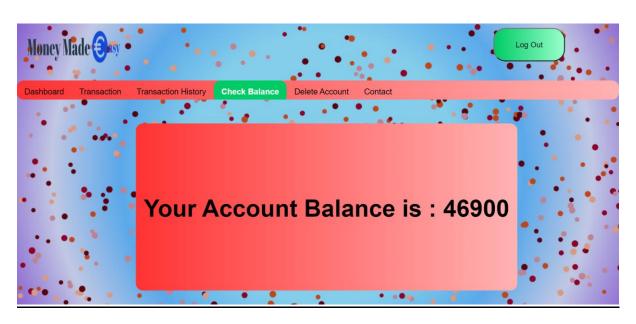
Transaction Page:



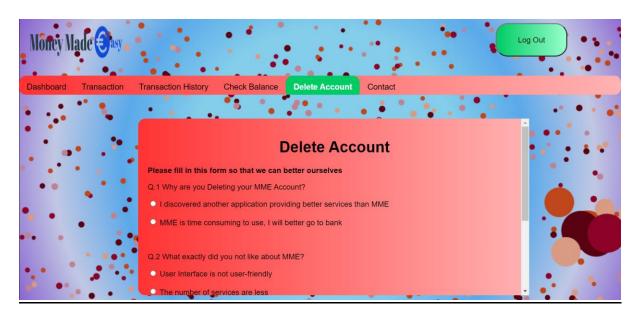
Transaction History Page:



Check Balance:



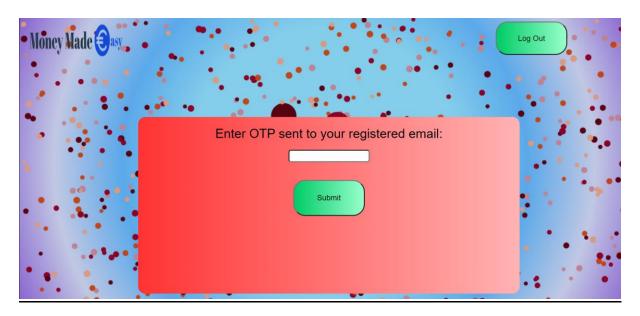
Delete Account Page:

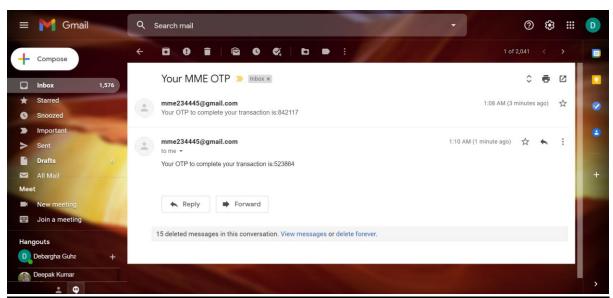


Contact Page:



Enter OTP Transaction Page:





5. CONCLUSION

Since there are many web applications like this in the store today, owners need to discover a function that draws consumers to use their app at the highest possible rate. Such apps should be interesting and should function correctly. Having too many features in an implementation can sometimes result in a catastrophe. The idea of MME: Money Made Easy is well conceived and timely as it is commonly implemented throughout world, so customers are requesting a shift from traditional card payments to E-Wallet apps. The MME: Money

Made Easy should drive and attract users in using the web app and the design should be clear, clean and with minimalist display of features. This is the most important issue that should be dealt with in order for the app to work with people who have no previous MME experience. When testing, it was realized that users were quite slow in comprehending the web app's design because it was their first experience, but when they got used to playing with it, it got faster and quicker. On average, the findings acquired from the evaluation show that ease of usability increases of each allocated task from the experiments performed. Overall, the outcome of the project revealed that the app is generally instrumental to assisting users accomplishing their electronic wallet goals.

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