

Object Oriented Programming

Group Project Assignment (Preliminary Project Description)

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Mobile Money Transfer System

Abstract

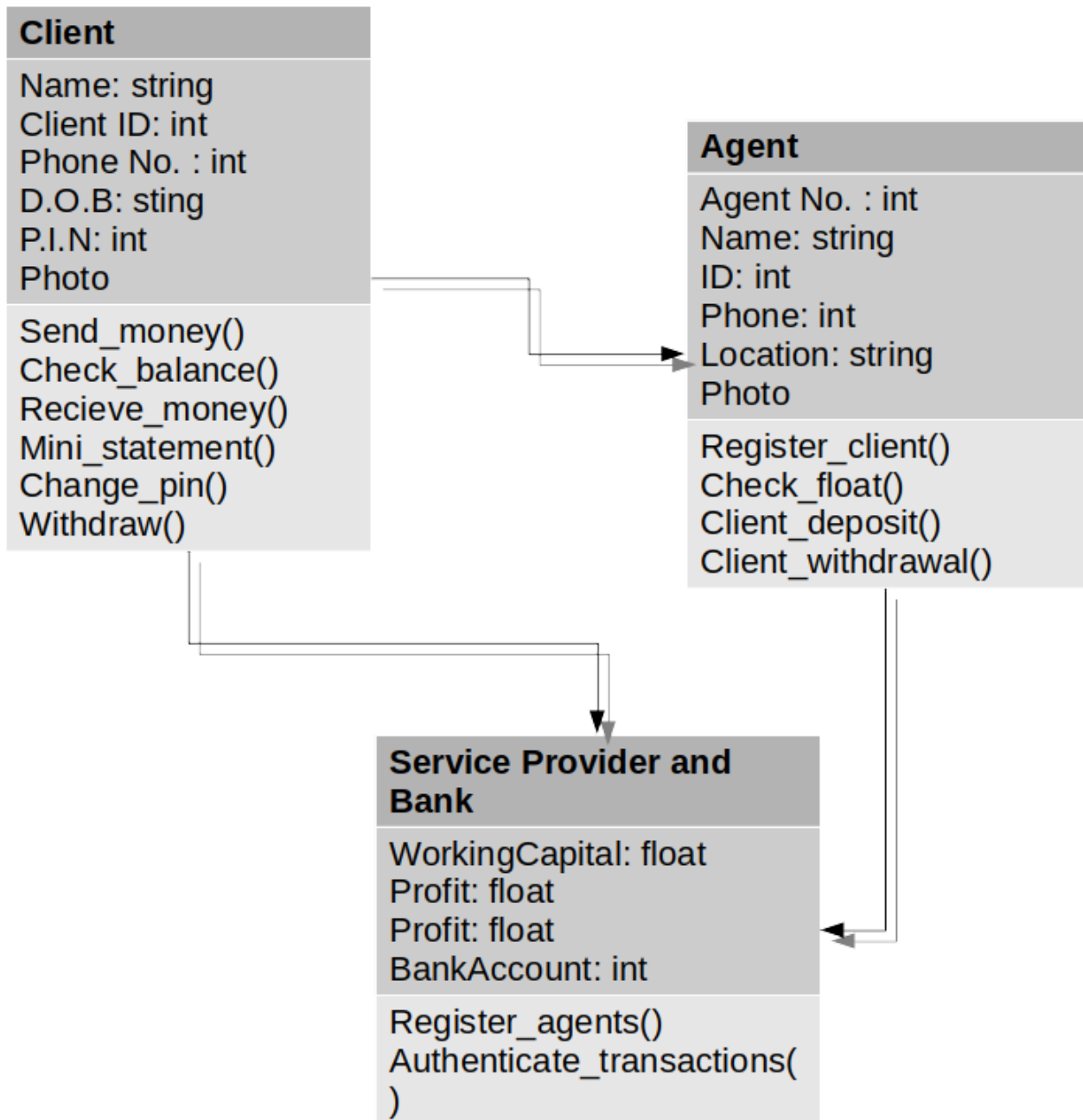
In a mobile money transfer setup(eg. Mpesa), there exists a number of players among which the whole system revolves around.

The service provider provides the infrastructure(eg. Databases, validation mechanisms and system software) within which the being of the system rests. The service provider also caters for the terms in which the money being transferred operates under, ie. They cater for the transaction rates and the safekeeping of the money in its virtual state. The next player is the client, this can exist either as a sender of money, recipient of the money and as is in most cases the client exists and operates both as sender and recipient depending on the arrangement.

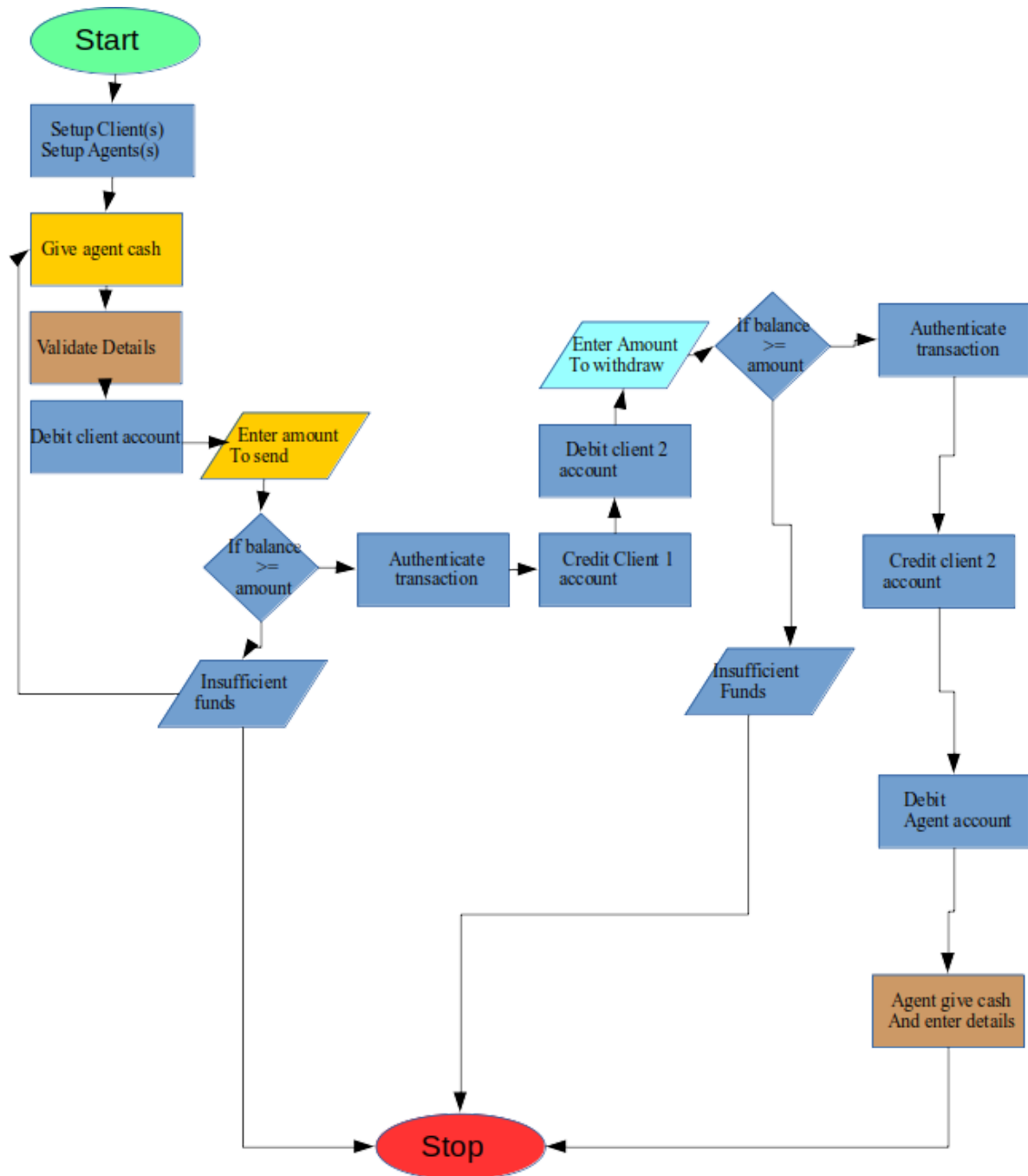
Close to the client in the interaction setup, is the money transfer/cash agent. This player is responsible for the handing over of liquid cash to the client in exchange for virtual money in the process of withdrawal with operation rates provided for by the service provider.

Below are class diagrams and a flow chart for the system as agreed upon by the group:

Class Diagram



Flow Chart



Key for the flow chart:

Service Provider:



Agent:



Client 1:



Client 2:

