Assignment

Topic:

SRS of online savings bank account.

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MCA S1

Introduction:

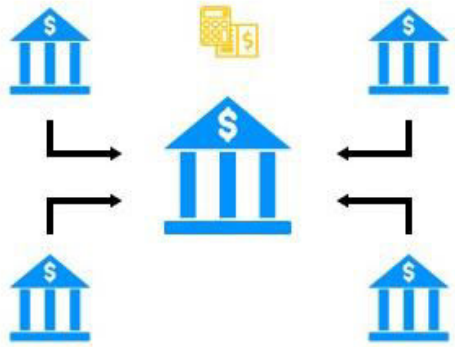
The purpose of this assignment is to present a detailed description of the Online savings Banking System. It will explain the purpose and features of the system, the interfaces of the system, what the system will do, the constraints under which it must operate and how the system will react to external stimuli.

Scope:

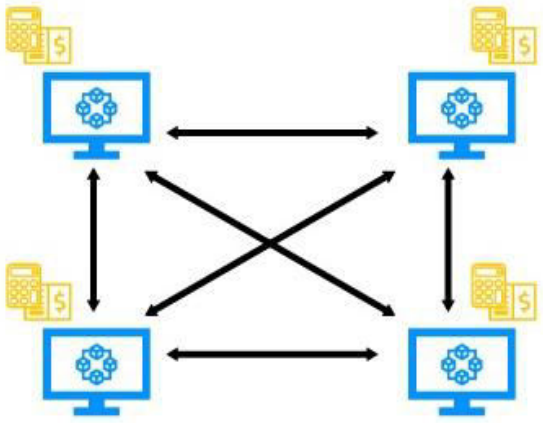
An online banking system is applicable everywhere, where banking exists. It will be more efficient and easier way to have a record on systems through which everyone can easily access it according to his needs as compared to the traditional banking system. Every bank will prefer the online banking system instead of the traditional banking system as it contains many useful features and fastest methods for the transactions.

Product Perspective:

Comparison between the Traditional banking system and the new online system can also be cleared through the following system models.



a)Traditional system



b)Online system

Traditional banking system:

In traditional system, customers should visit the bank branch physically for the each transactions at hand. It is time expensive.

Online banking system:

After implementing the online banking system, customer is able to connect to his savings account through the internet. Here time usage will be minimized and transactions can be done in a quicker and efficient manner.

Functionalities:

This software will have following functionalities.

Online balance check and transaction information:

Customer will be able to check his balance online while sitting at home by accessing the database of the bank using his/her password and bank account number.

Save or view up to 1 year past history of transaction:

It will be easy for the customer to view or save his history transactions up to past 1 year transactions. It will provide him the opportunity to maintain his bank balance and needs.

Balance transfer:

This system will provide a path to the customer of the bank to transfer his balance to other account in easy steps. A small transfer fee may be applicable for this transaction.

Online record Entry:

Bank staff will input and maintain their record online. It will be easy and efficient for them to serve more and more people in less time.

Online record search:

Bank staff will easily search a record and update it if needed. Transactions will be faster even physically from the branch because it will be very easy for the bank staff to check the balance of a specific person and update its record if necessary.

Online Billing Option:

Customers will be able to shop online and pay the bills from their account. A secure way will be provided for the billing. Online shopping will provide them the easiest way to buy and sell their items.

Check book Allotment:

If the customer's checks have been completed, a new check book will be allotted to him.

Hardware Requirements:

As this system is an online Web-based application, a client server will be the most suitable Organizational style for this system. Computer systems will be needed by each of the officer as well as that user and they must be connected to the internet. So following hardware will be needed.

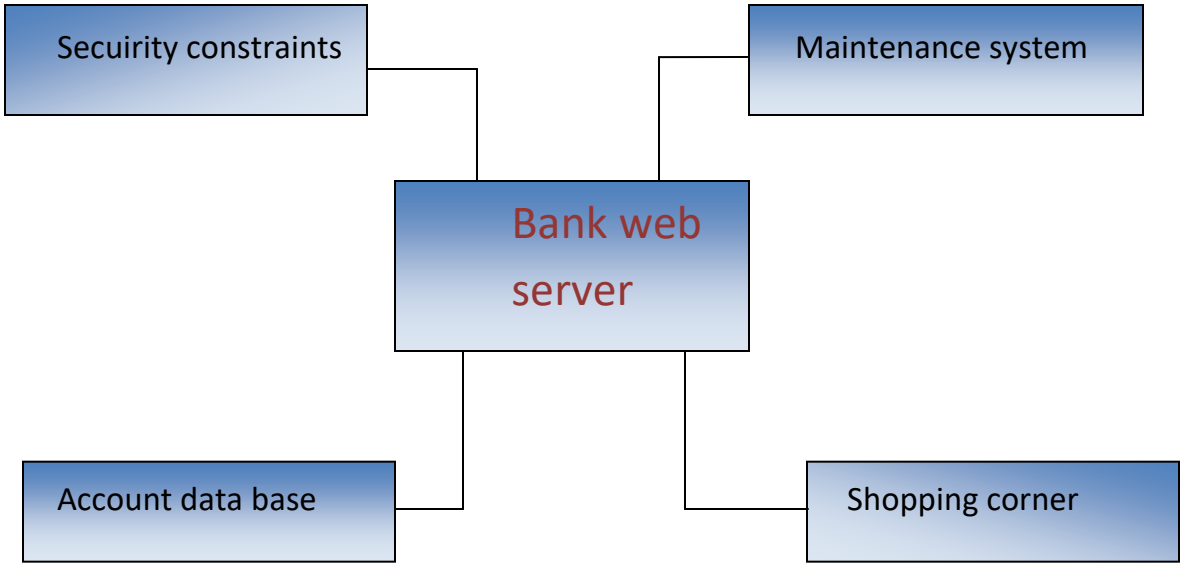
1) Computer systems

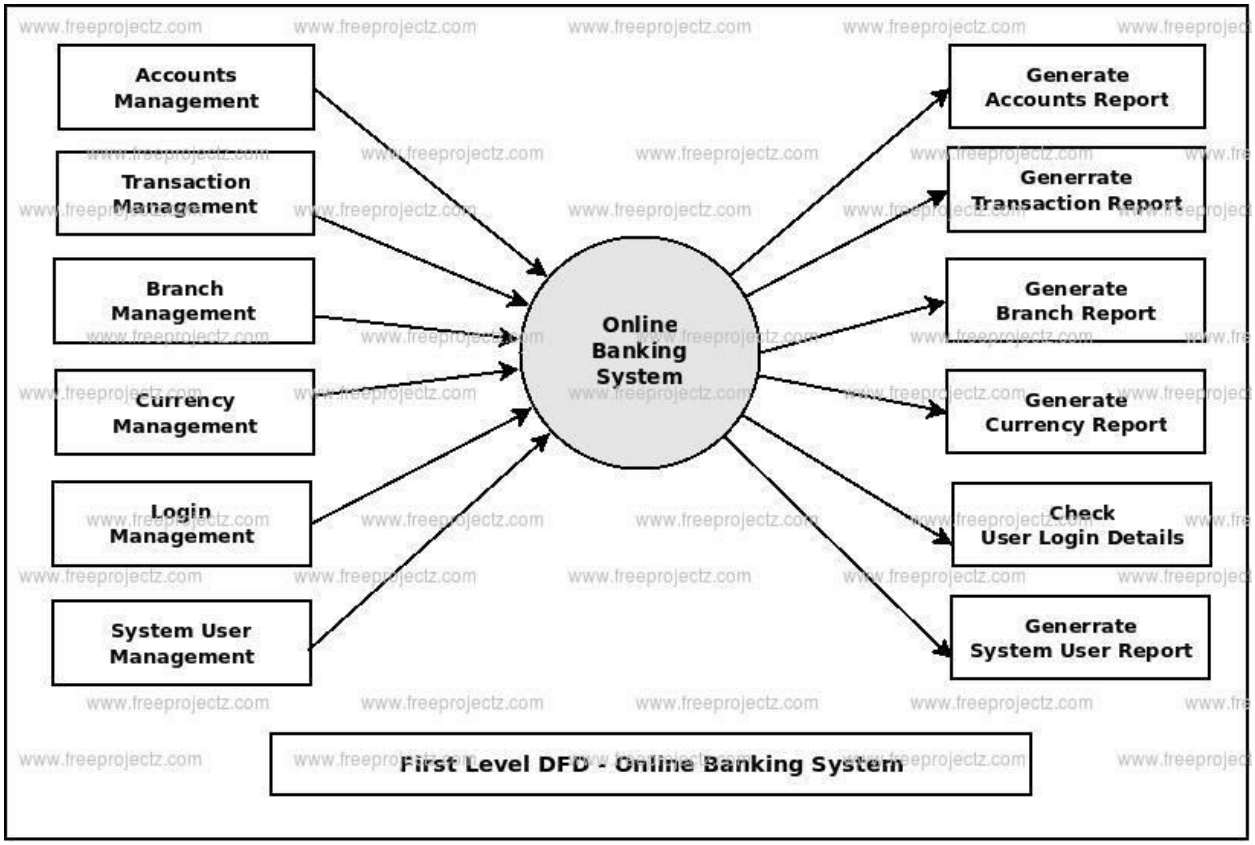
2) Internet availability

Safety and Security:

Online Savings account transactions must be safe and secure because customers will directly contact their account through the internet. It is a matter of trust and credibility. Software will have to identify the valid customer according to his bank details and password. So it is a difficult task to prevent the system by major disasters by preventing the unauthorized access to the system.

Context Diagram and data flow diagram:





Process Specification:

Customer Login:

Each Customer will be provided account ID and password of their choice. Successful login require both of these attributes to be correct.

Bank Features:

The website's main page should provide him the basic features and benefits of the bank to these types of users in an attractive way. It isn't sure that each visitor of the Bank's website will be a customer. He could be a normal visitor interested in reading the features bank provides.

Order for an Account:

A new visitor the Bank's website would be interested in opening a new account in the Bank. So he must be provided an easy path to create a new account in the bank.

Fill the Form:

New comer should have to fill the form to register him self with the bank. After filling the form, If the values inputted by the user were logically correct, his contact details will be sent to the administration block else he will be asked to input the values again.

Welcome Page:

After a user will be login, he will provided an interface offering different tasks (Here this interface will provide many of the functionalities, which the customer needs in the software). He has to choose a task to carry on his work.

Staff Login:

On the Website main page, A staff login link will also be provided. Bank staff will use to input their ID's and passwords to access their account. Here the type of staff will also be recognized, if he will be of administration block, he will be sent to the administration module else he will be sent to the record management module.

Check the balance:

After logging in, if the user wants to check his balance he will have to click the balance check link. It will tell him his current balance of the account through which he is logged in.

Transfer Balance:

If user wants to transfer his money to some other account, he should just follow the given instructions.He will input the account details of the receiver. After this process, server will check the balance of the user and if the transfer balance will be less than the account balance then transfer will take place else he will be alarmed that he has lo balance.

Account detail teller:

If the user physically contacts the Bank branch then he will provide his account detail to the management staff who will inform him about his account. User will be able to do every task at the branch that he can do online from his home.

Order Cash Book:

If user's Cheque book has been finished, he will be able to order a new cheque book from this module.

External Interface Requirements:

These requirements are discussed below.

User interface:

Application will be accessed through a Browser Interface. The interface would be viewed best using 1024 x 768 and 800 x 600 pixels resolution setting. The software would be fully compatible with suitable web browsers. No user would be able to access any part of the application without logging on to the system.

Hardware Interface:

Server Side:

a) Operating System: Windows 7,windows 10,MAC,UNIX.etc.

b) Processor: Pentium 3.0 GHz or higher.

c) RAM: 256 Mb or more.

d) Hard Drive: 10 GB or more.

Client side:

Operating System: Windows 7,windows 10,MAC,UNIX.etc.

b) Processor: Pentium III or 2.0 GHz or higher.

c) RAM: 256 Mb or more.

Software Interface:

Client Side: HTML, Web Browser, Flash Player, MS Office, Windows XP/9x/ME. 3.2.3.2. Web Server: HTML, MS Office.

Communication Interface: The Customer must connect to the Internet to access the Website:

a) Dialup Modem of 52 kbps.

b) Broadband Internet.

c) Dialup or Broadband Connection with a Internet Provider.

Non-Functional Requirements:

Those requirements which are not the functionalities of a system but are the characteristics of a system are called the non-functionalities. Every software system has some non-functionalities. Just fulfilling the requirements of the user is not a good task, keeping the system accurate, easy to maintain, reliable and secure is also a basic part of software engineering. Online Banking System must have the following non-functional requirements so that I could be said as a complete system.

a) Conformance to specific standards:

b) Performance constraints:

This system must be fit according to the performance wise. It should use less memory and will be easily accessible by the user. Memory management should be done wisely so that none of the memory part goes wasted.

c) Hardware limitations:

It should be designed in such a way that cheap hardware must be installed to access and use it effectively. It should be platform independent. There should be no hardware limitations. In should be designed to work with the low specification hardware so that it could easily work with the high specification hardware.

d) Maintainable:

Each of the modules should be designed in such a way that a new module can easily be integrated with it.

e) Reliable:

f) Testable:

Other Requirements:

1. Software Quality Attributes:
2. The Quality of the System is maintained in such a way so that it can be very user friendly to all the users. The software quality attributes are assumed as under:

a) Accurate and hence reliable.

b) Secured.

c) Fast speed.

d) Compatibility.

2. Possible Product Evolution:

Not even one system maintains its stability for a very long period. Every system requires evolution according to the time and fashion introduced in the market as well as due to lot of competition companies have to change their system to provide more features to their customers to compete the society. Following are some perspectives according to

which this system can be maintained in the future. These are key points according to which it would need a great evolution soon.

3. Credit Card Management:

Credit cards are the key feature for the online shopping. These cards provide the easiest way to shop almost at all well known shopping malls and many other places. As it isn't so popular in the environment where this system is going to be installed but it might start working soon when this fashion (Requirement) will be needed. So it is the basic evolution which might be necessary soon. 4.2 Interface evolution: As the user interface created by the software designers will be good looking and easy to use but according to the fashion and time, selection of colors usually change person to person. Style of the system will become old and it will surely need evolution to provide a new and cool look to the users.

References:

- Internet