

CASH MANAGER



@Group 26

Introduction

Cash manager is a distant payment system that can receive and execute orders issued by a terminal app on your android phone. It was developed in the MSC's courses context for the T-DEV-700 project.

Group Members

- Alwyn Lafeil
- Mavrick Andriantavy
- Maxime Gavens
- Niels Boussion

Purpose

The goal of this cash manager is to give all people the access of an application which permit a fast and efficient payment online.

Scope

This application is for everybody and can be used by every store or company

Background

All members of the group had different responsibilities:

- Development of the API server with Java Spring Boot and Maven
- Development of the application with Kotlin
- User Payment with QR Code Scanner and NFC Reader
- Devops with Docker
- Automatic deployment
- Unit Test
- Documentation

References and time management

This project has began the 2nd October 2019 and needed to be delivered before the 3rd December 2019

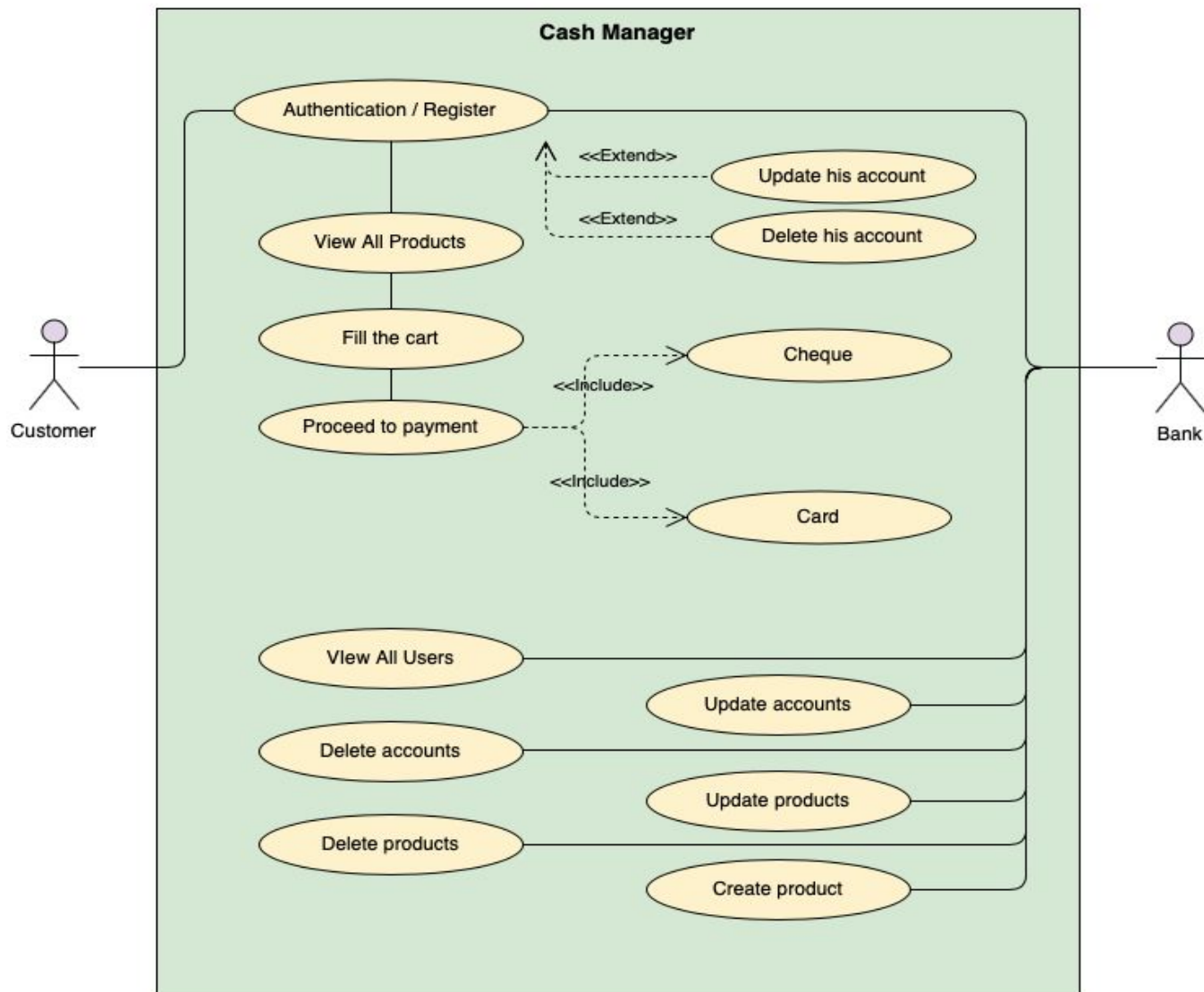
It has been accomplished in 2 months (two days per week)

There was four follow-ups during this period, about one per two weeks:

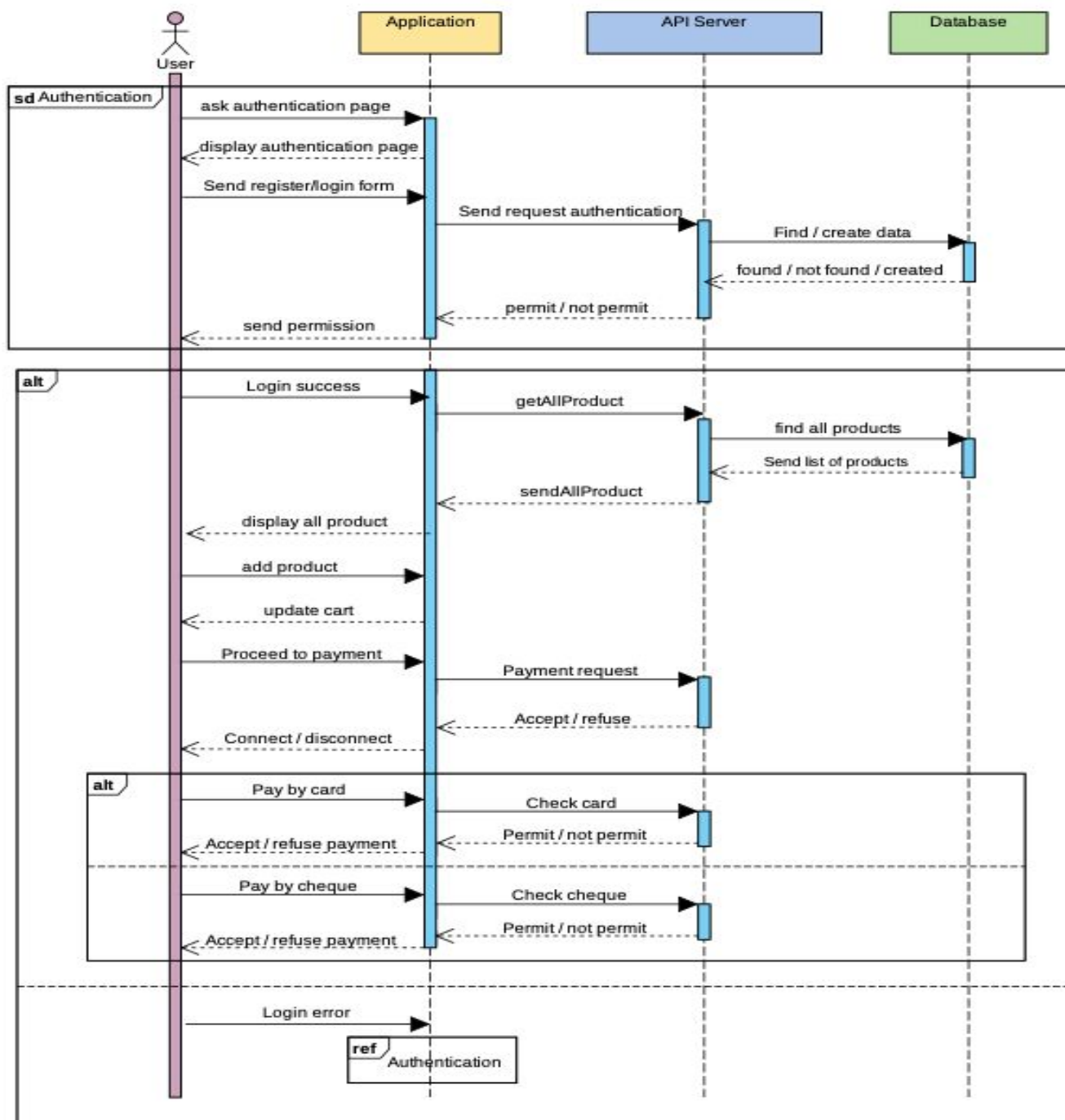
- 1st Follow-up: 15th October
- 2nd Follow-up: 4th November
- 3rd Follow-up: 12th November
- 4th Follow-up: 19th November

Functional requirements

Use case diagram



Sequence diagram



API Server Documentation

Type	Route	Parameters
POST	/auth/sign_in	login: String password: String
POST	/auth/create	full_name: String email: String password: String
GET	/market	
GET	/market/{id}	id: long
POST	/stock	name: String price: double
PUT	/stock/{id}	id: long name: String price: double
DELETE	/stock/{id}	id: long
POST	/payment	account: String amount: String
GET	/setting	

GET	/setting/{id}	id: long
POST	/setting	full_name: String email: String password: String
PUT	/setting/{id}	id: long full_name: String email: String password: String
DELETE	/setting/{id}	id: long

Terminal mockup

The image shows a mobile application interface for 'CashManager'. The status bar at the top displays the time 11:12 and various system icons. The app title 'CashManager' is in a dark green header. Below it, the section 'Authentication' is centered. There are two input fields: 'Server IP' with a red exclamation mark icon, and 'Server password' which is currently empty. A grey 'Submit' button is positioned below the password field. A red error message, 'Connection server failed, try new attempt', is displayed below the button. At the bottom of the screen, a status message reads 'Status server: connection REFUSED'. The Android navigation bar is visible at the very bottom.

11:12

CashManager

Authentication

Server IP

Server password

Submit

Connection server failed, try new attempt

Status server: connection REFUSED

CI/CD