CASH MANAGER {EPITECH.}

@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

- Alvyn 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 th 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
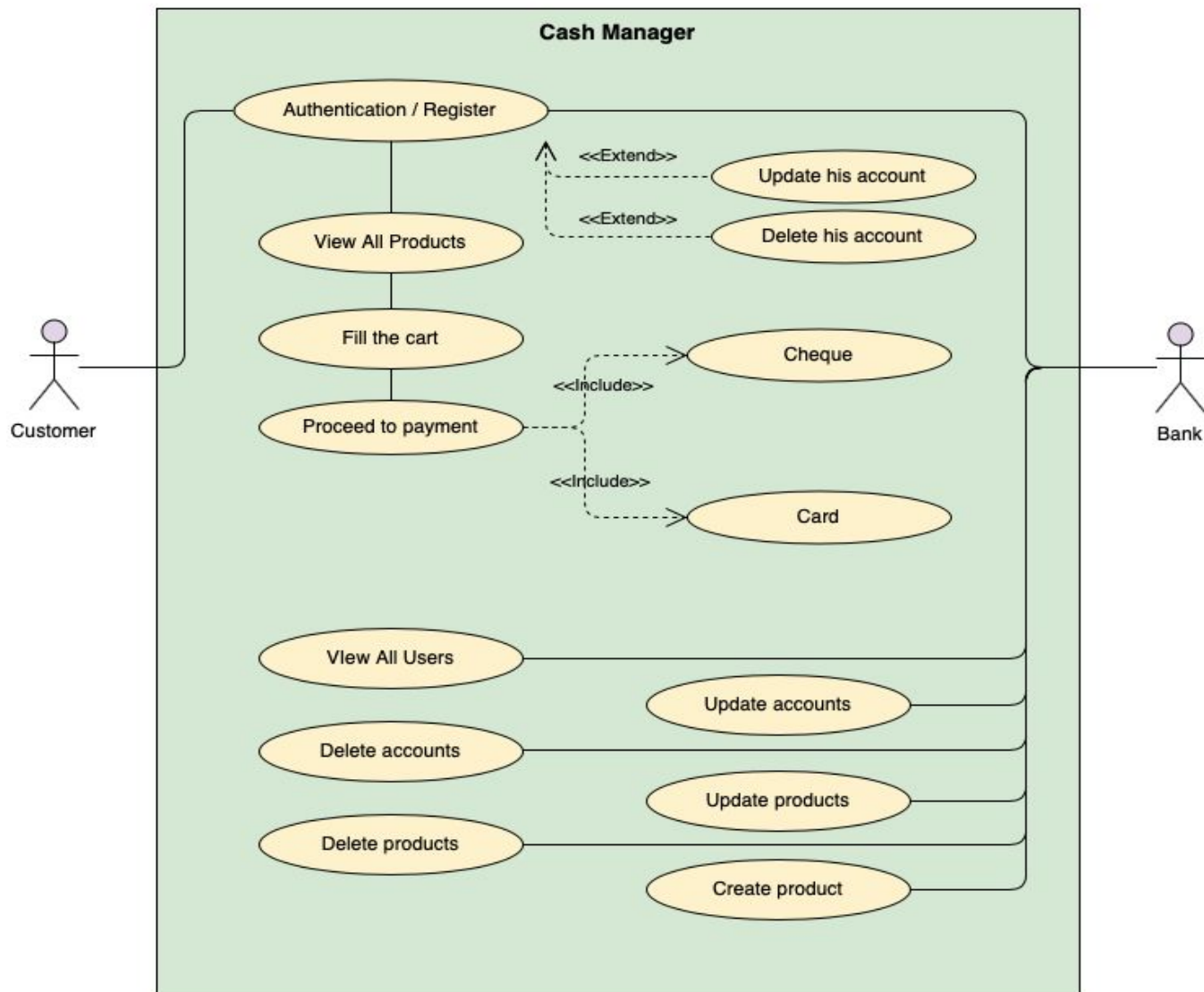December 2019

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

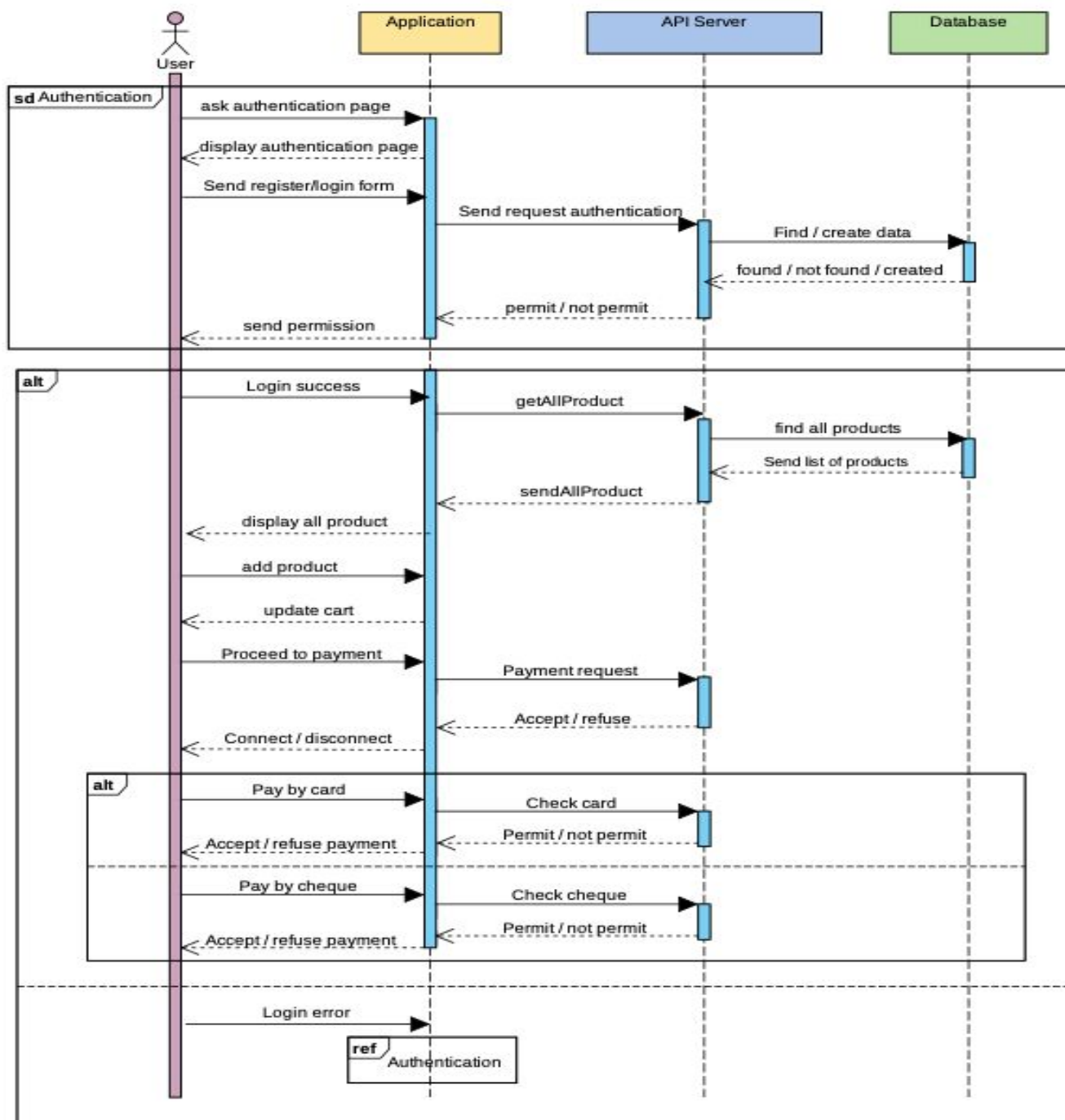There was four follow-ups during this period, about one per two weeks:

- 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

CI/CD