

Report on

Use cases for Online Banking System Class Diagram for e-Commerce website

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Online Banking System

Online Banking System:

Online banking, also called e-banking, is an electronic payment system that empowers clients of a bank or other financial institution to direct a scope of financial transaction through the financial institution's website. The online banking system will normally interface with or be a part of the center banking system operated by a bank and is as opposed to branch banking which was the conventional way clients accessed to banking services.

This report depends on a straight forward banking application which envision every one of the use case for an online Banking system. The underneath diagram indicates how each use case will work:

Use Case Diagram:

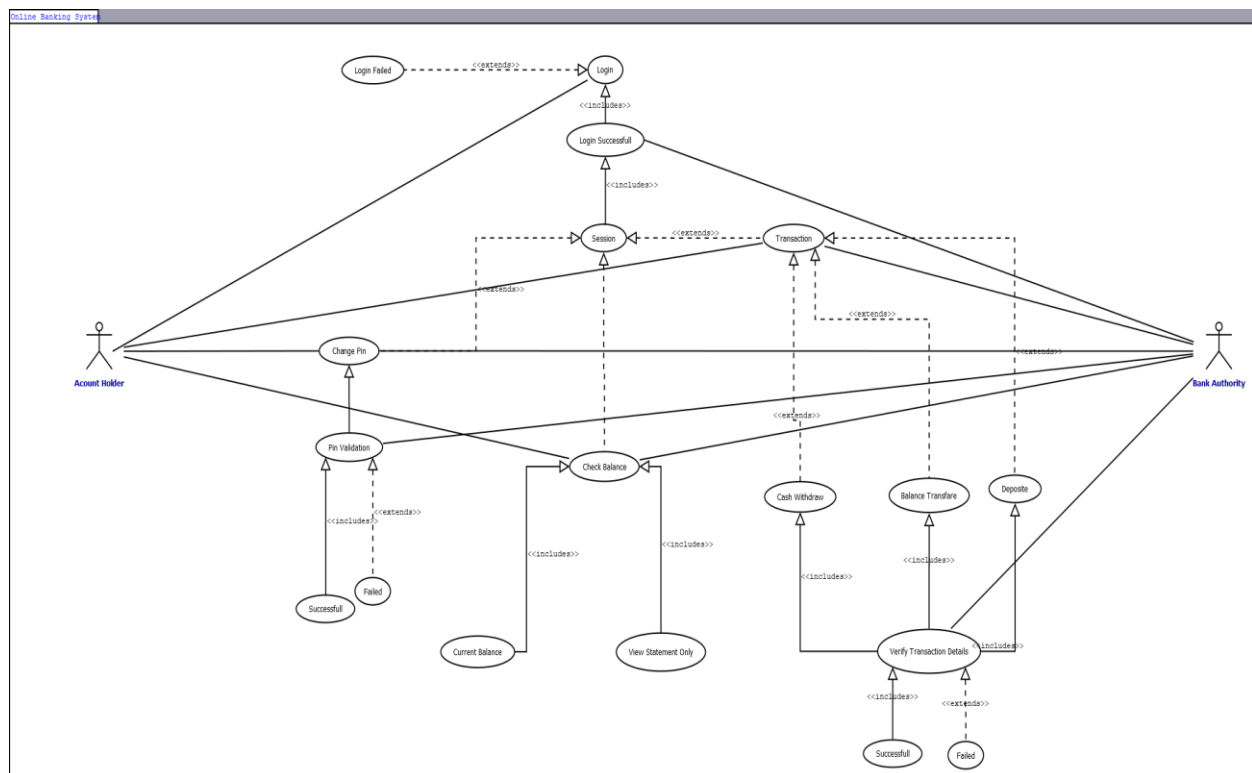


Fig 01: Use Case Diagram of Online Banking System.

Login: For every user or customer need login for access this system. But, this login verify by this bank authority. If, user login details is valid then user can get an access to login.

Check Balance: After login successfully, a valid customer perform about transaction related any task. User can check balance to know in his account's currently available amount. Also can check his previous transaction history by using view statement.

Cash Withdraw: Customer can withdraw his available balance from his online account.

Balance Transfer: It's a major service for online banking. Using this option customer can transfer any amount of balance from his account's available balance to others validated bank account.

Deposit Balance: Customer also perform this use case for deposit any amount to their account form others bank or same bank. This use case only for validated bank which are validated by user logged in bank.

Change PIN: For user security purpose able to change his account password or PIN. This password changing use case will be validated by this banking system's database.

e-Commerce System

e-Commerce System:

Electronic commerce, also called web based business, basically refers to selling and purchasing items and services over the Internet. By transforming classic commerce into e-commerce, the Internet made it conceivable to develop any business more quickly and get generous benefits with insignificant introductory investments.

Class Diagram of e-Commerce Cart System:

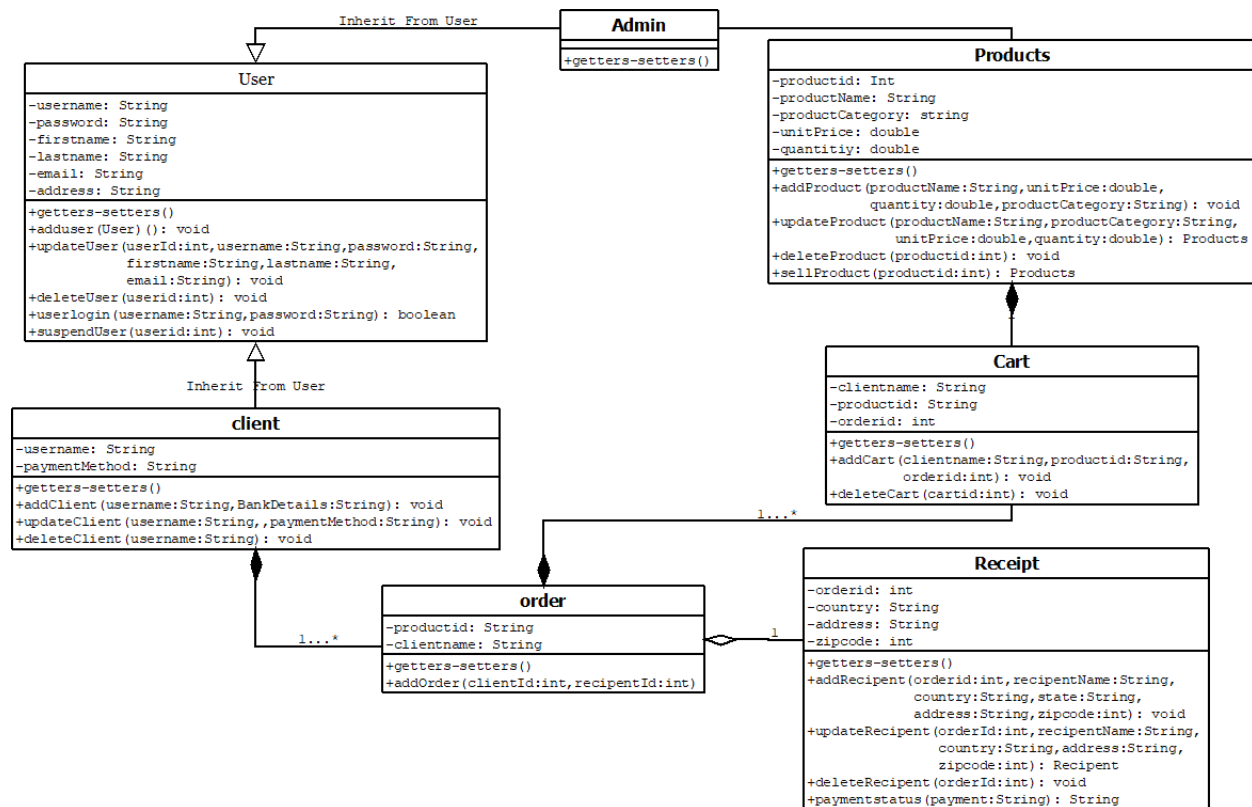


Fig 02: Class Diagram of e-Commerce Cart System.

User: User is the main class of the e-Commerce system. Admin & client/customer user can manage user role for others user.

Admin: This permission level allows access from both the role, as well as the client dashboard. Through the dashboard, the admin can add client and manage order. The dashboard also allows access to order analytics, billing information, and other features.

Client: Client is the main thing for an e-Commerce system. Every exclusive class features develop for this user. Only for clients are allowed for purchase item from e-Commerce system.

Products: It is a unique class. It has a complete relation with admin class and clients. Admin can able to manage this class and clients can add this class to purchase in his class.

Order: Order class mainly depends on products and clients class. Order class will be created against on a client.

Cart: Products and Order class make a success class when clients add a product class for order. This cart class simply maps the relation between products to a specific order under a client.

Receipt: Receipt contains whole information about an order. When a client orders a product then its price, quantity, payment gateway, client name and delivery address.