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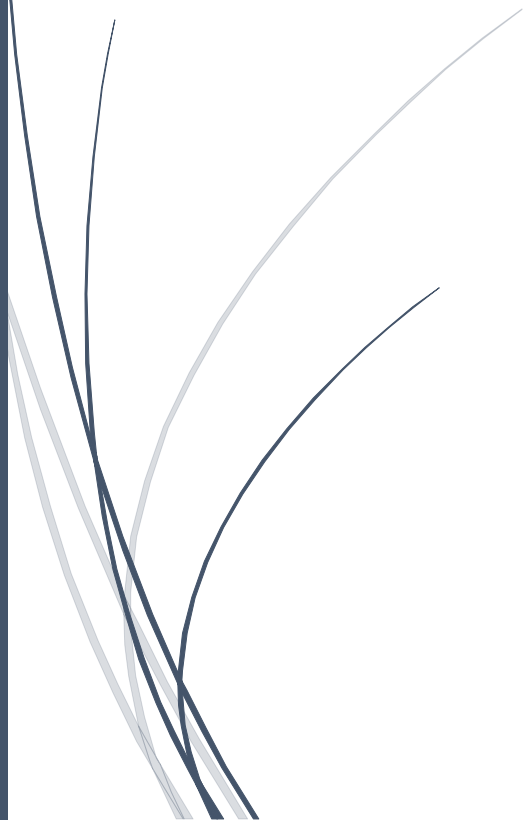

Bank Management System

Team Members:

- Mohamed Emad Fathy Abd Almaqsoud
- Mohamed Alaa eldin Saeed
- Mohamed Ali Elbadry
- Mohamed Ali Ibrahim
- Hazem Reda Abd Elhaleem

Contents

1. Project Overview

1.1 Project Description

The main objective of bank management system is **to build a seamless system for clients to access without complication**

Purpose: The client uses it to inquire about his bank account information, withdrawing or depositing money by credit card

Aim: To develop a software for solving financial applications of a customer in banking environment in order to nurture the needs of an end banking user by providing various ways to perform banking tasks. Also to enable the clients workspace to have additional functionalities which are not provided under a conventional banking software.

The goals and objectives for this project will focus on implementing a Bank Management website that:

1. *Flexibility and Accessibility:*

   It is easy for the clients to access information about their financial information.

2. *Cross-platform:*

   Bank systems can be accessed by Web browser software on Windows, Mac, UNIX, OS/2, Amiga, Android, iPhone, etc.

3. Save effort and travel time :

It saves the client time in going to the Bank to buy to inquire about information.

1.2 Project Scope

Internal deliverables :

Strengths	Weakness
• Fast and easy to use service • managing bills credit card • It works 24 hours a day • transaction of money for various processes • loan entry	• The site needs to be constantly updated • Needs technical support

External deliverables:

User Screen	• a screen for client to sign in and know about his bank account

1.3 Assumptions

Describe any project assumptions related to business, technology, resources, scope, expectations, or schedules.

- **Information is always available**
- **All project participants will abide by the guidelines identified within this plan.**

1.4 Constraints Describe the limiting factors, or constraints, that restrict the project team's options regarding scope, staffing, scheduling, and management of the project.

- **Time**
- **Cost**

Section 2. Project Start Up

2.1 Project Life Cycle.

Planning, analysis, design, implementation, and testing.

We will list the activities and tasks required to complete project

Phase	Activities	Sequence

Planning	1-Define project problem and scope. 2-Produced detailed project schedule. 3-Confirm project feasibility 4-Determine staff of project.	**Phase # 1**
Analysis	1-Gather information to learn problem domain. 2-Define system requirements. 4- Prioritize requirements 5- Generate and evaluate alternatives 6- Review recommendations with management	**Phase#2**
Design	1-Design and integrate database. 2- Design and integrate the network 3- Design the application architecture 4- Design the user interfaces. 5- Prototype for design details. 6- Design and integrate system controls	**Phase#3**
Implementation	1- Construct software components. 2-Vertify and test.	**Phase#4**
	3-Train the users and document the system. 4-Install the system	

2.2 Methods, Tools, and Techniques

At this stage, we will mention the tools, methods, and techniques with the sources at the end of the plan.

2.3 Estimation Methods and Estimates

Estimation Methods and Estimates	
Description	**facilitate the management of the Bank, and on the other hand, it is easy for the client for inquires .**
Effort in person-months or personhours	**Weekly**
Schedule in calendar months	**2 Months**
Budget in dollars	**10000 $**
Level of Uncertainty	**15%**

2.4 Schedule Allocation

Activities	Predecessor	Time (Days)

1 Define project problem and scope.		2
2 Produced a detailed project schedule.	1	3
3 Define system requirements.	2	3
4 Gather information to learn the problem domain.	3	2
5 Build prototypes for the discovery of requirements.	4	2
6 Prioritize requirements	3,4 5,6	3
7 Review recommendations with management 8	6,7	3
Design the user interfaces.	8	1
9 Design and integrated database. 10	8	6
Design and integrate system controls 11	8,9	7
Verify and test.	10,11 9,12	3
12 Train the users and document the system.	12,13	2
13 Install the system		7
		2

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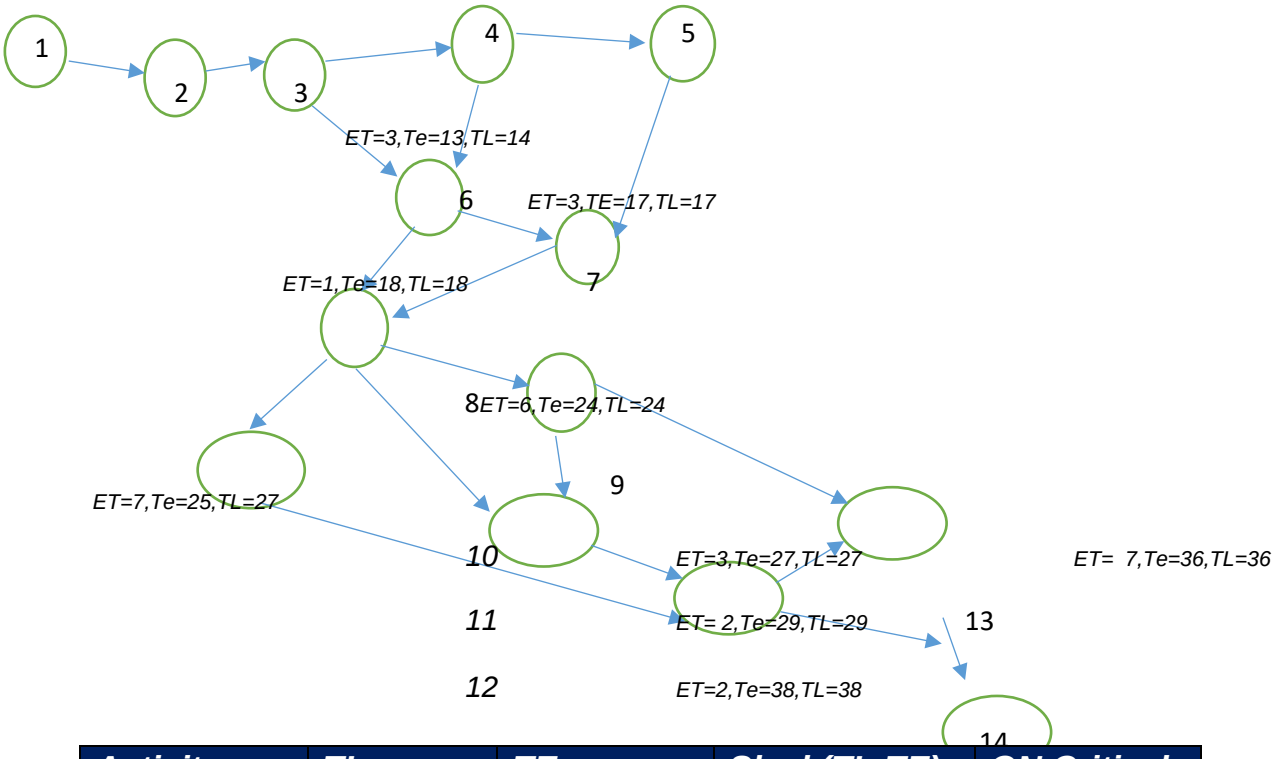
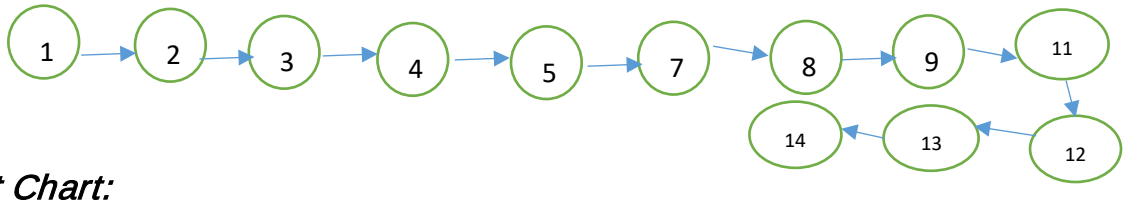


Activity	TL	TE	Slack(TL-TE)	ON Critical
1	2		0	√
2	5		0	√
3	8		0	√
4	10		0	√
5	14		0	√
6	14		1	
7	17		0	√
8	18	2 5 8 10 14 13 17 18 24 25 27 29 36 38	0	√
9	24		0	√

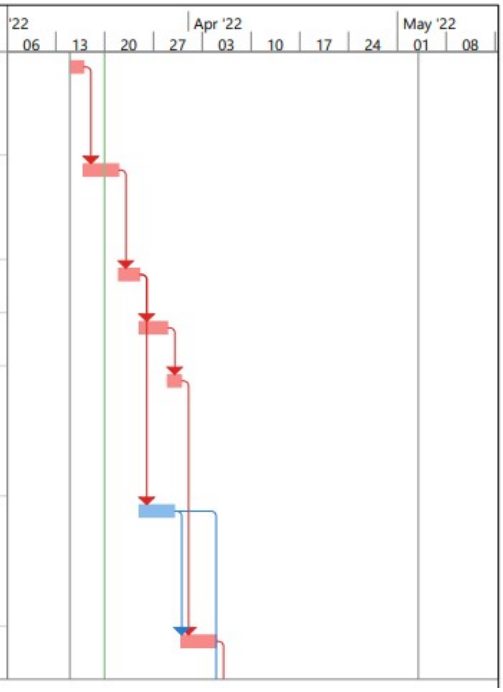
10	***27***	***2***	
11	***27***	***0***	√
12	***29***	***0***	√
13	***36***	***0***	√
14	***38***	***0***	√

Critical path:

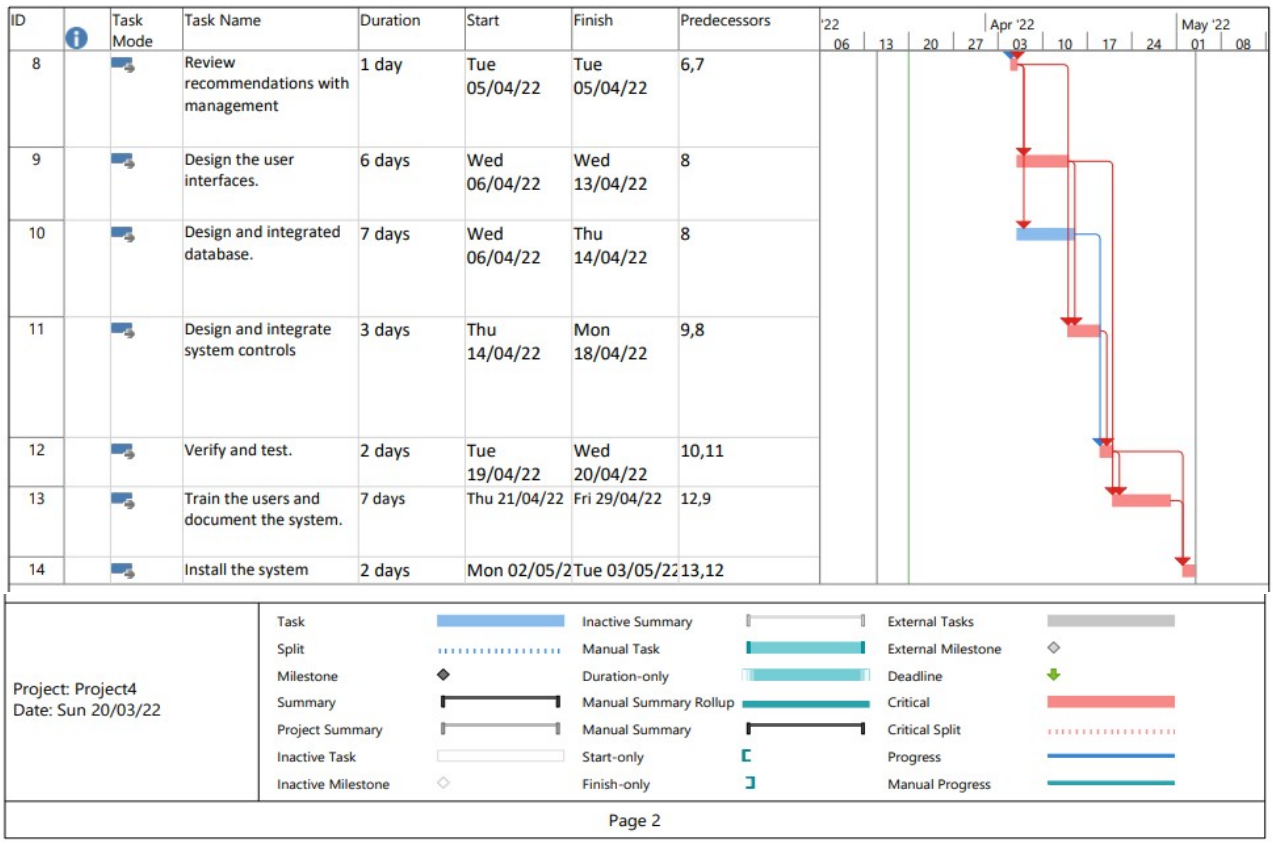


Gantt Chart:

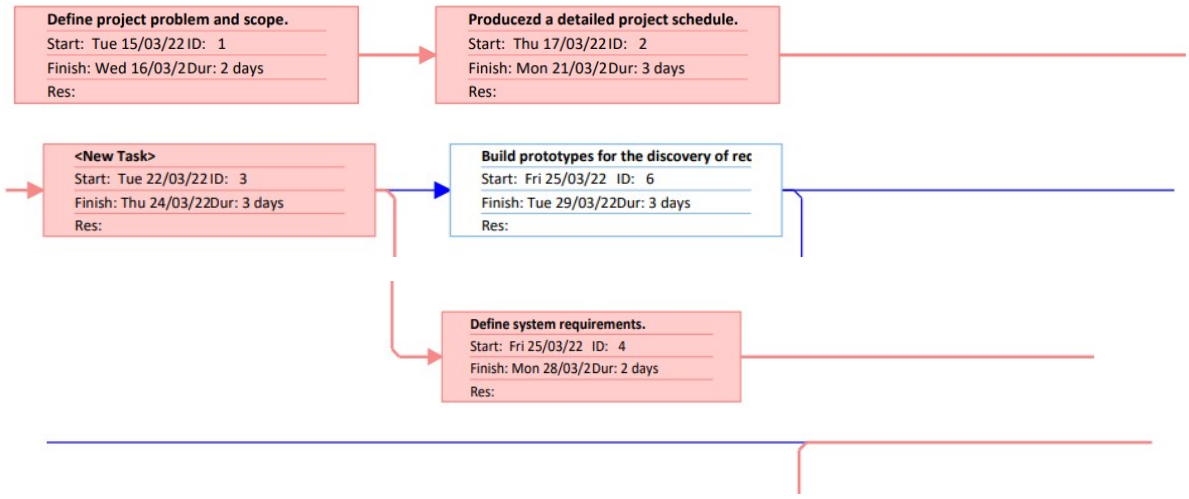
ID	Task Mode	Task Name	Duration	Start	Finish	Predecessors
1		Define project problem and scope.	2 days	Tue 15/03/22	Wed 16/03/22	
2		Producezd a detailed project schedule.	3 days	Thu 17/03/22	Mon 21/03/22	1
3		the determine staff of the project	3 days	Tue 22/03/22	Thu 24/03/22	2
4		Define system requirements.	2 days	Fri 25/03/22	Mon 28/03/22	3
5		Gather information to learn the problem domain.	2 days	Tue 29/03/22	Wed 30/03/22	4
6		Build prototypes for the discovery of requirements.	3 days	Fri 25/03/22	Tue 29/03/22	3
7		Prioritize requirements	3 days	Thu 31/03/22	Mon 04/04/22	5,6

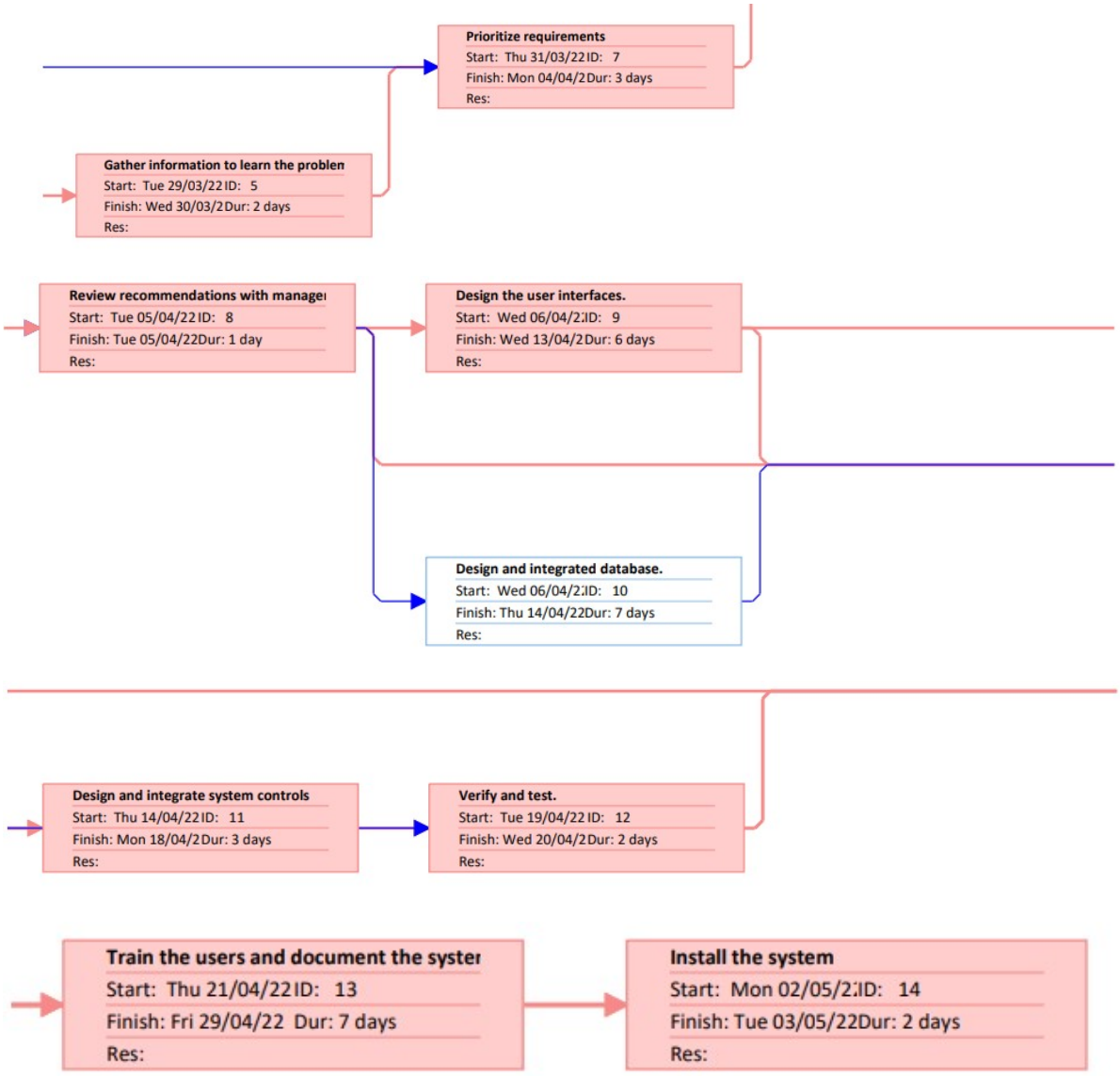


ID	Task Mode	Task Name	Duration	Start	Finish	Predecessors
8		Review recommendations with management	1 day	Tue 05/04/22	Tue 05/04/22	6,7
9		Design the user interfaces.	6 days	Wed 06/04/22	Wed 13/04/22	8
10		Design and integrated database.	7 days	Wed 06/04/22	Thu 14/04/22	8
11		Design and integrate system controls	3 days	Thu 14/04/22	Mon 18/04/22	9,8
12		Verify and test.	2 days	Tue 19/04/22	Wed 20/04/22	10,11
13		Train the users and document the system.	7 days	Thu 21/04/22	Fri 29/04/22	12,9
14		Install the system	2 days	Mon 02/05/2	Tue 03/05/22	13,12



Network Diagram:





Activities with time:

2.5 Resource Allocation

Task	Resource
1- Define project problem and scope.	Analyst, computer tool to draw WBS
Produced detailed project schedule	Project manager, computer tool such as Gantt Designer to draw Gantt chart
Determine staff of project	Project manager

1-Gather information to learn problem domain	Analyst, questioner method.
2-Define system requirements.	Analyst, computer tool.
Build prototypes for discovery of requirements	Computer tool to build it
Prioritize requirements	Analyst
1-Design and integrate database	Database designer, SQL server, shared computer room
Design the user interfaces	Interface designer, Graphic tools, shared computer room.
5- Design and integrate system controls	Designer and developers, shared computer room.
2-Vertify and test	Inspector, shared computer room and acceptance tester and independent tester
-Train the users and document the system	Training rooms, trainers and users.
4-Install the system	Installation team

2.6 Budget Allocation:

Key Budget Category	Budget Amount	Time Period
1-Define project problem and scope.	1000$	3days
2-Produced detailed project schedule.	500$	3 days
4-Determine staff of project.	1000$	5 days

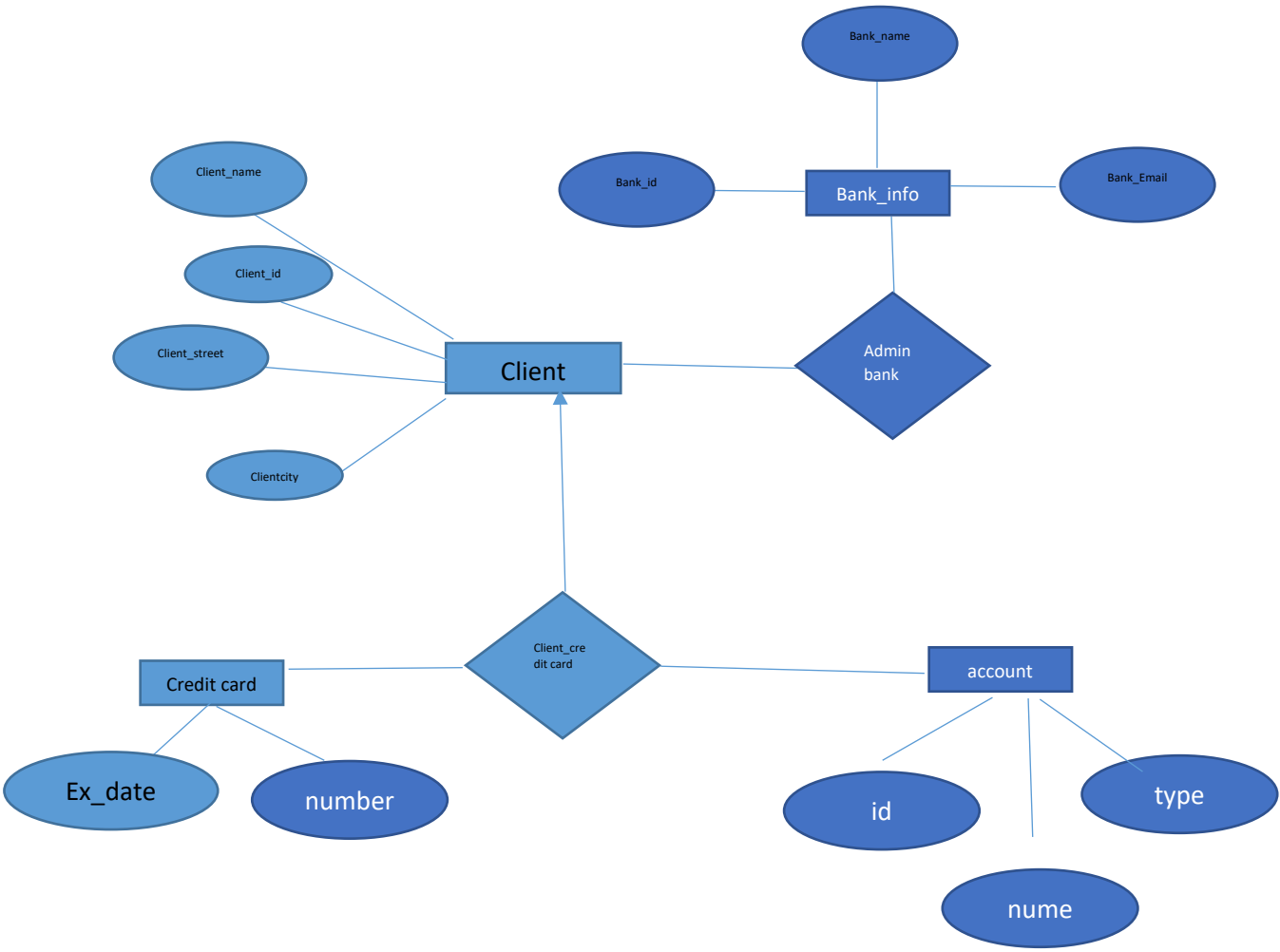
5-Gather information to learn problem domain	700$	3 days
6-Define system requirements.	600$	3 days
7- Prioritize requirements	400$	3 days
8- Generate and evaluate alternatives	300$	2 days
9- Review recommendations with management	350$	5 days
10- Design and integrate database.	1000$	3 days
13-Design the user interfaces.	600$	3 days
14-Design and integrate system controls	650$	2 days
16-Vertify and test	500$	5 days
17- Train the users and document the system.	600$	2 days
18-Install the system	1800$	2 days

Section 3. Risk Management

Risk Description	Probability	Impact	Strategy
Cost Estimates Unrealistic	Low	High	*Included in project plan, subject to amendment as new details regarding project scope are revealed*
Time Estimates Unrealistic	Low	Low	*System will be ended in the correct time*

software bugs	Low	High	1- Define a quality system to reduce the probability of occurrence 2- Provide a support and maintenance plan
the gateway interfaces	Low	High	1- Define a change management system with the gateway provider for any issues related to the software

- *ERD Diagram*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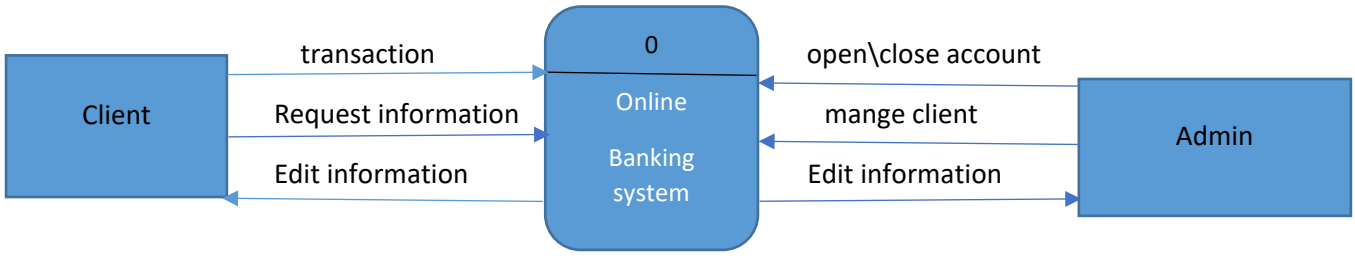
- Context Diagram



- Level 1