SCHOOL OF COMPUTING

DEPARTMENT OF SOFTWARE ENGINEERING, INFORMATION TECHNOLOGY, COMPUTER SCIENCE AND ENGINEERING

FACULTY OF ENGINEERING & TECHNOLOGY

MINI PROJECT REPORT

SUBJECT TITLE: OBJECT ORIENTED ANALYSIS AND DESIGN

SUBJECT CODE: 15SE203

PROJECT TITLE: PayTM

By

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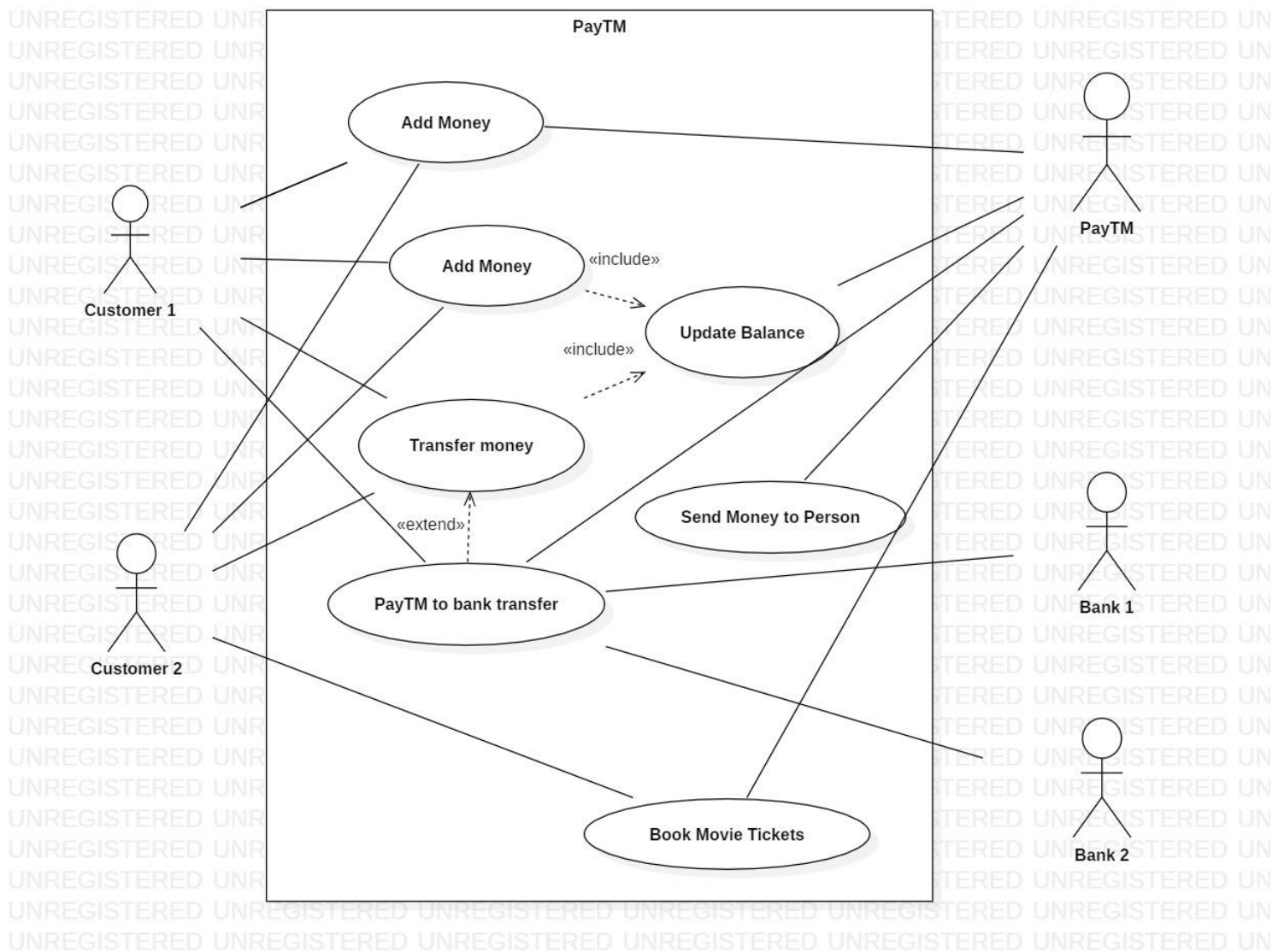| Experiment Component	Max. Marks	Grading Rubrics		
Documentation/ Procedure	3	UML Diagram's are well documented. The documentation supporting all functional requirement and non-functional requirement(3)	Missing two or more required functional requirement .The documentation work not up to the mark. (2)	
Concept Diagrams and Usage of Symbols Static Diagrams, Dynamic Diagrams	4	Completeness of concept, consistent variable naming and relationship in static view. Precise usage of symbols in dynamic view.(4 Marks)	Completeness of concept, inconsistent variable naming and relationship in static view. (3 Marks)	Incomplete static view. (1 Mark)
Concept Diagrams and Usage of Symbols Dynamic Diagrams State Chart and Activity	3	Precise usage of symbols in dynamic view. All States and Activities Recognized and flow described (3 Marks)	Incorrect/omitted states and activities. (2 Marks)	Symbol's misplaced in diagram. (1 Mark)
TOTAL	10			

List of Diagrams

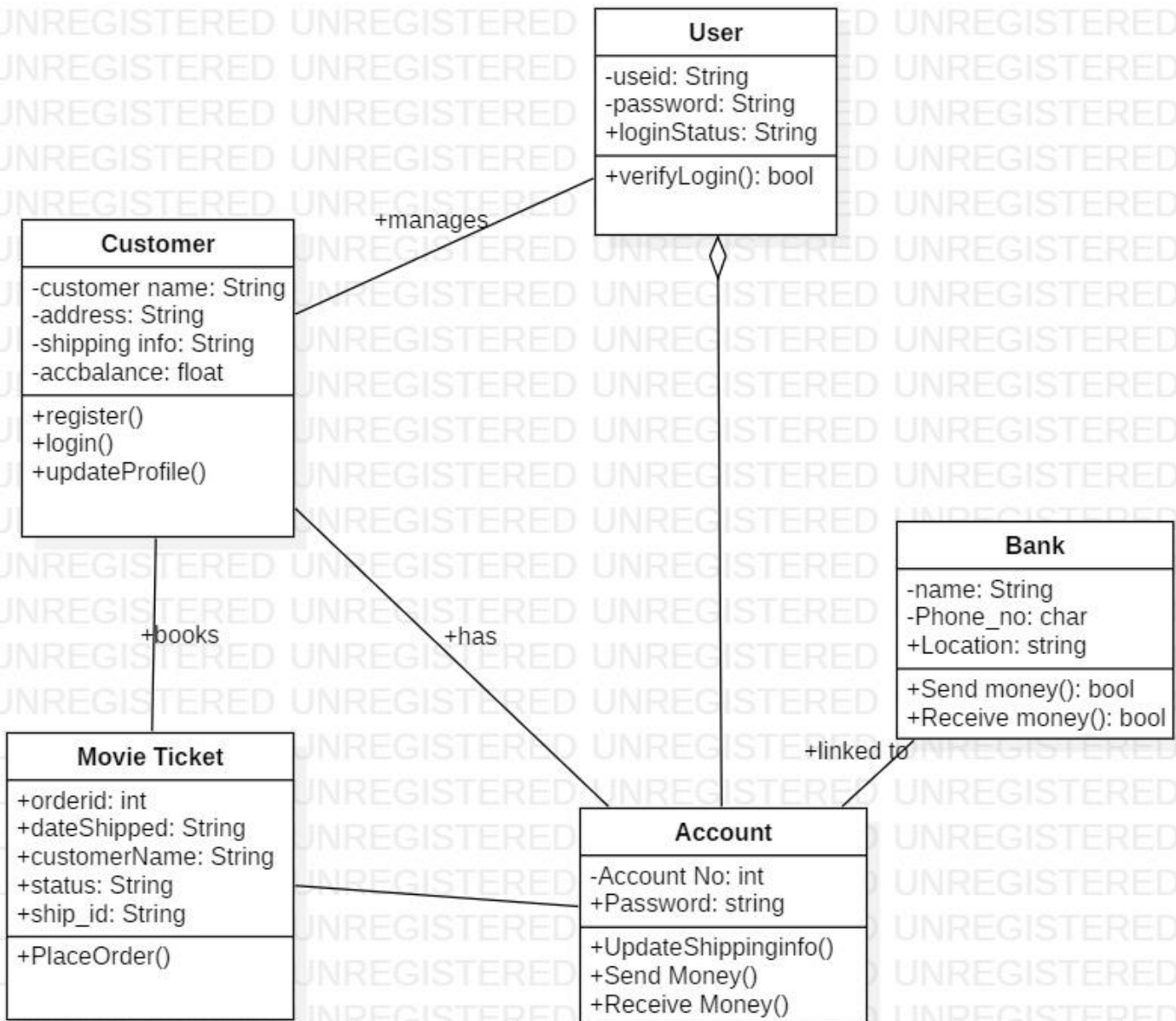| 15SE203-OOAD-Mini Project(Rubrics)				Title:	
	1	2	3	4	Total
Application Components	Concept [2]	Usage of Symbols[4]	Diagram and Layout [2]	Innovative ideas[2]	10
Marks awarded					
Staff Signature				Total Marks (Max = 10)	

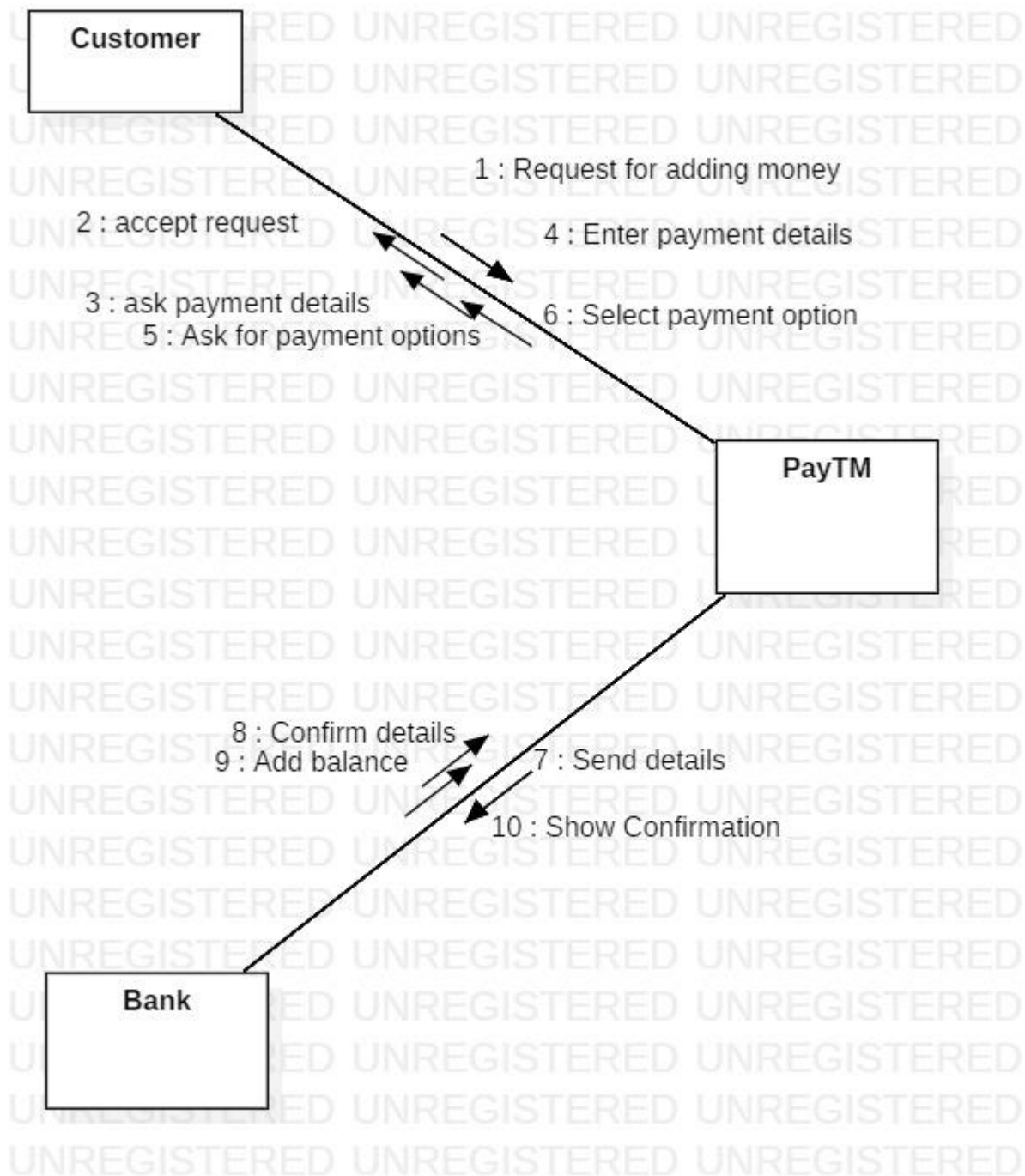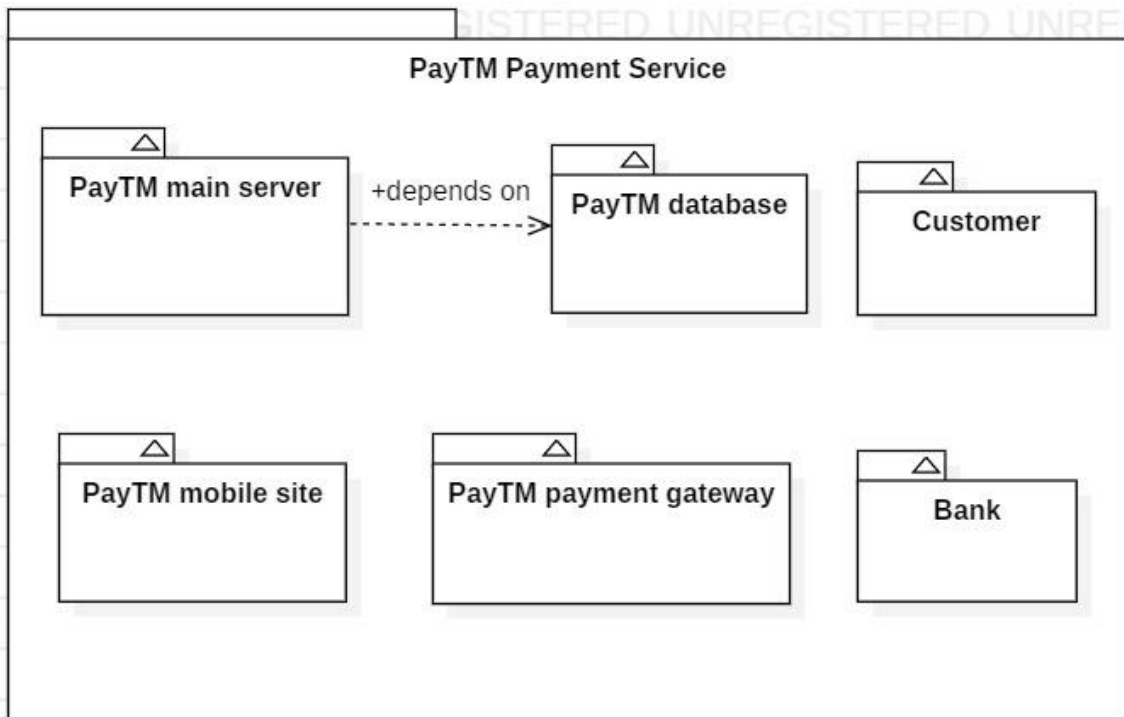|		
1.	**Name of the Project**	PayTM
2.	**Objective/ Vision**	**Paytm is an Indian e-commerce payment system and digital wallet company. To maintain a web based intranet application and an app that enables the use of the e-wallet in a smooth and sophisticated fashion**
3.	**Users of the system**	a. Admin b. Users
4.	**Functional Requirements**	a. A system where the user can enter personal details like name, bank details b. Easy transfer of money from one user to another c. Easy transfer from user to bank d. Users should be able to see past transactions and raise an issue with customer care in case of any error.
5.	**Non-functional requirements**	a. **Secure access of confidential data** b. **24 X 7 availability** c. **Flexible service based architecture will be highly desirable for future extension**
6.	**Optional features**	a. Sending gift cards b. Buying movie tickets c. Online seller platform
7.	**Team Size**	40-50
8.	**Technologies to be used**	Java, NodeJS, Android Studio,
9.	**Tools to be used**	a. Visual Paradigm Tool b. NetBeans IDE
10.	**Final deliverable must include**	Documentation Report

UML Diagrams

1. *Use Case Diagram*

2. Class Diagram

User

-useid: String
-password: String
+loginStatus: String

+verifyLogin(): bool

Customer

-customer name: String
-address: String
-shipping info: String
-accbalance: float

+register()
+login()
+updateProfile()

+manages

Bank

-name: String
-Phone_no: char
+Location: string

+Send money(): bool
+Receive money(): bool

+books

+has

+linked to

Movie Ticket

+orderid: int
+dateShipped: String
+customerName: String
+status: String
+ship_id: String

+PlaceOrder()

Account

-Account No: int
+Password: string

+UpdateShippinginfo()
+Send Money()
+Receive Money()

3. Sequence Diagram

4. Communication Diagram

Customer

1 : Request for adding money

2 : accept request

4 : Enter payment details

3 : ask payment details

5 : Ask for payment options

6 : Select payment option

PayTM

8 : Confirm details

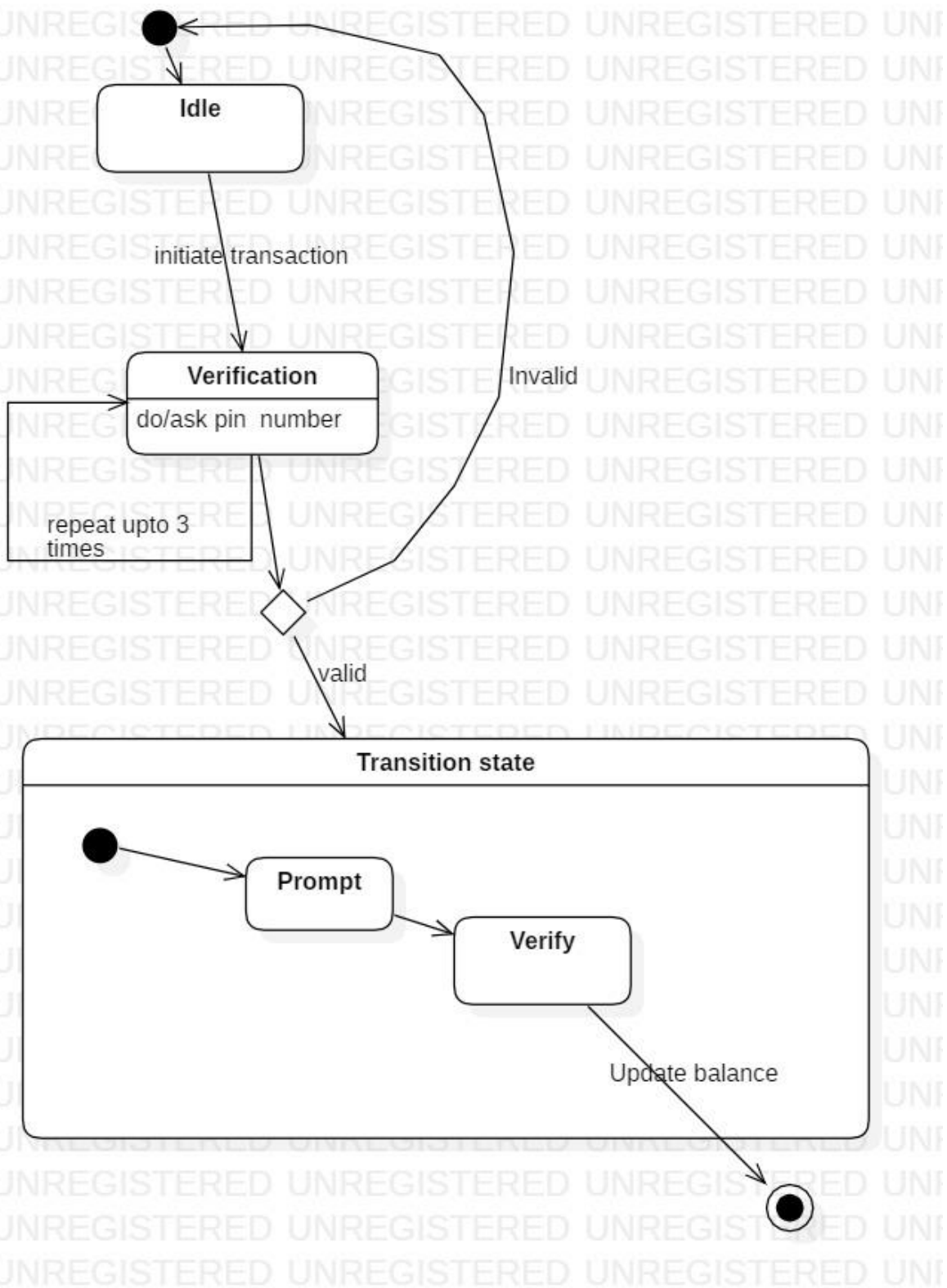9 : Add balance

7 : Send details

10 : Show Confirmation

Bank

5. *Package Diagram*

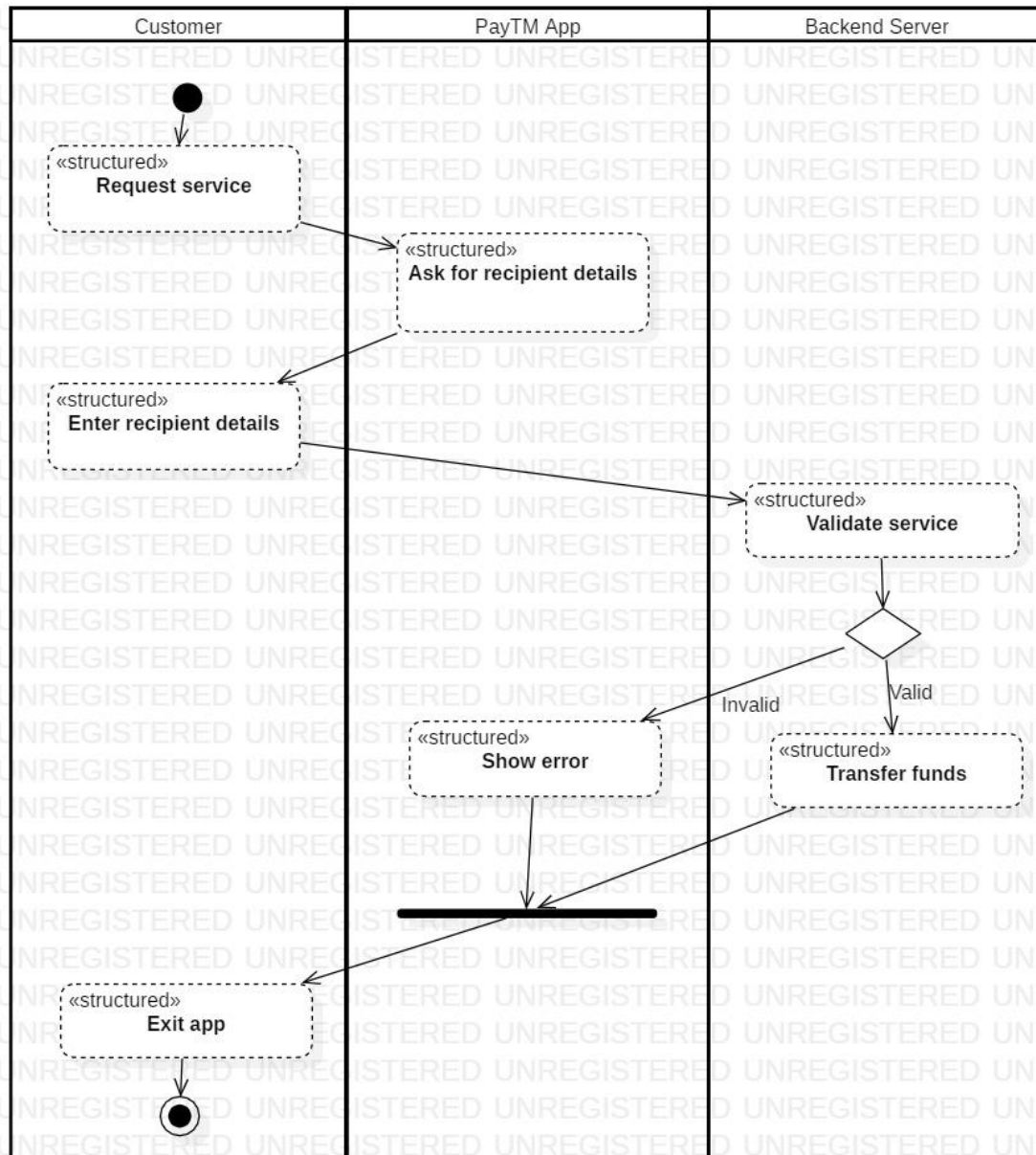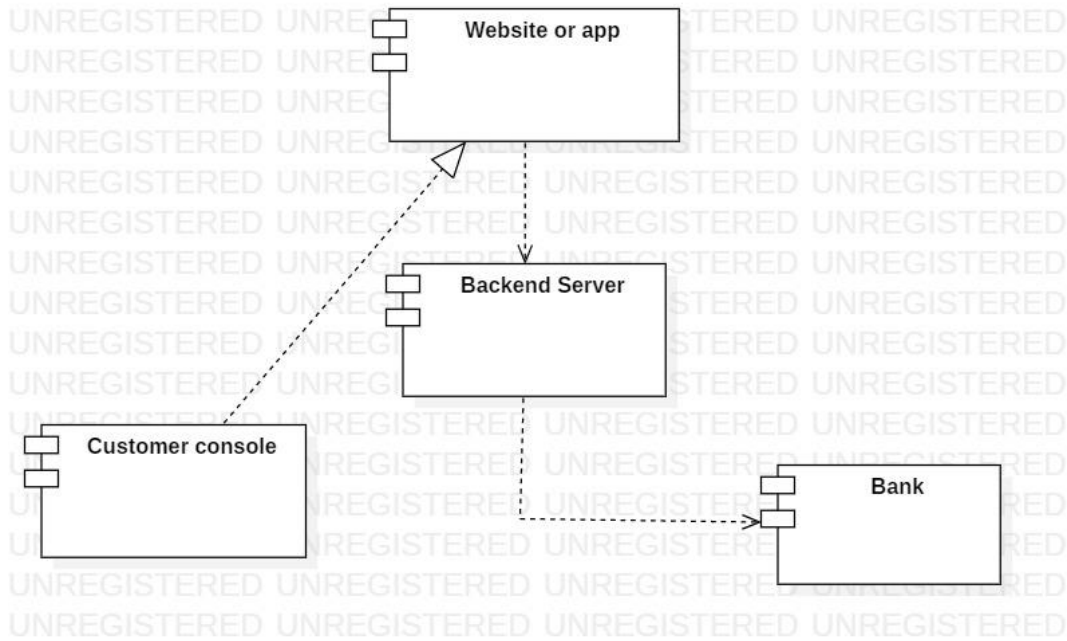# 6. Start Chart Diagram

7. Activity Diagram

8. Component Diagram

9. Deployment Diagram