



T7 - Application Development

T-DEV-700

Cash Manager

README



0.2



T-DEV-700: DESCRIPTION

Characteristic	Value
Project's name	Cash Manager
Suggested Team size	5 students
Theme	mobile dev
Suggested tool	
Suggested language	Java & Kotlin
Specific hardware needed	your smartphone
Specific resources needed	no

- Pitch
 - **Short edit:**
Build a distant payment system.
 - **Long edit:**
You're cherd to developp a system that can receive and execute orders issued by a terminal app on your smartphone. The front should be an android app written in Kotlin. It is able to scan data (camera and QR code scan) and send it to a back server written in Java. The server receives data, process orders and send information back to the android terminal. The product in itself is very simple; here we insist on Quality. The project will be quite a journey in learning many aspects of application development.
- Tags
 - OOP
 - documentation
 - specifications
 - project management
 - mobile development
 - design pattern
 - code coverage
 - unit testing
 - functionality testing