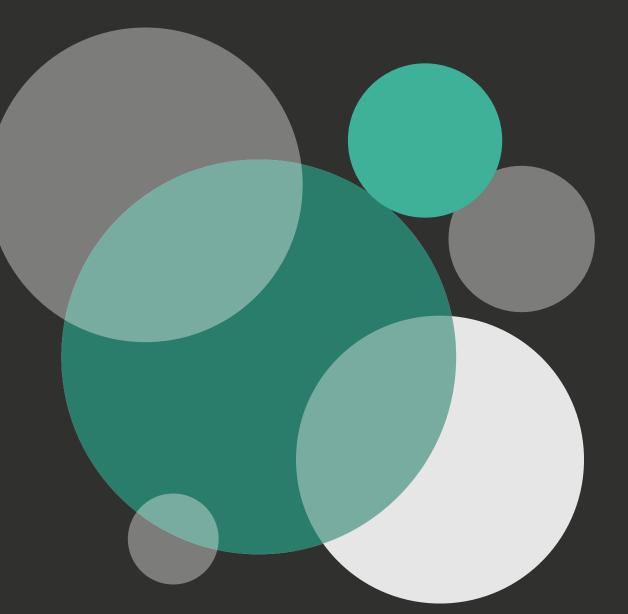
CASH-IN-TIME





PART ONE

PROJECT INTRODUCTION



PART TWO

PROJECT DEFINITION



PART THREE

PROJECT FEATURES



PART FOUR

PROJECT METHODOLOGY AND SCOPE AND MODULES



PART FIVE

PLAN OF **WORK AND APPLICATIONS**

PART ONE PROJECT INTRODUCTION

INTRODUCTION

Our project name is Cash In Time. It is an application where in cash in time refers to the currencies exchange between two parties.

In today's scenario, whenever we want to credit to our bank we need to go there and stand in the long queues.

A lot of time is wasted and is also irritating to stand every time we want to deposit the cash in our accounts.

Same is the problem with withdrawals. Outside ATMs, long lines are waiting for us. Many a times situation may arise that cash in ATMs is not available.

On the spot transaction between the two people using this application through notification feature to the people in nearby areas.

Their will be no tedious line for withdrawals at ATMs or Banks.

Then this application gets very useful when there is emergency need of cash.



PART TWO
PROJECT
DEFINITION

PROJECT DEFINITION

- -This app is an integration of modules like login page, maps, user profile, etc.
- -By tapping on certain buttons, any user in need of cash can be availed with cash by another user who is willing to give cash.
- -Any user can be a giver or a taker as per their requirement.
- -Also the app includes separate lists that include history of a user with givers and takers respectively.



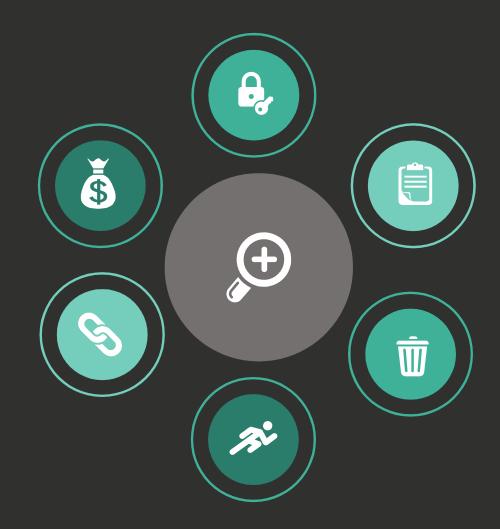
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PART THREE

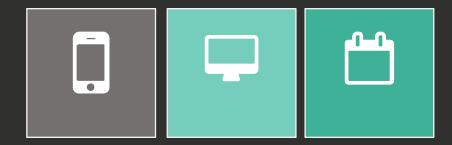
PROJECT FEATURES AND SCOPE

PROJECT FEATURES

- -The application will help the user in saving time.
- -On the spot cash availability.
- -Avoidance of long queues outside banks and ATMs.
- -Live on the map tracking for both the parties.
- -Benefit to the giver for providing with cash as the giver can declare a rate at which he/she provides cash.
- -Secured login feature via OTP.



PROJECT SCOPE



Cash In Time application offers us with the on the spot transaction between the two parties.

Whenever there is need of cash in emergency the Cash In Time serves the best.

This application will provide resolution to credit/debit card swiping limitations.

The main aim of this project is to provide people with the benefit of on the spot cash.

Basically it can be described as an 'Uber for Cash'. If a person has to debit and another has to credit then they both can do the transaction themselves..

There's no need to go till the bank.

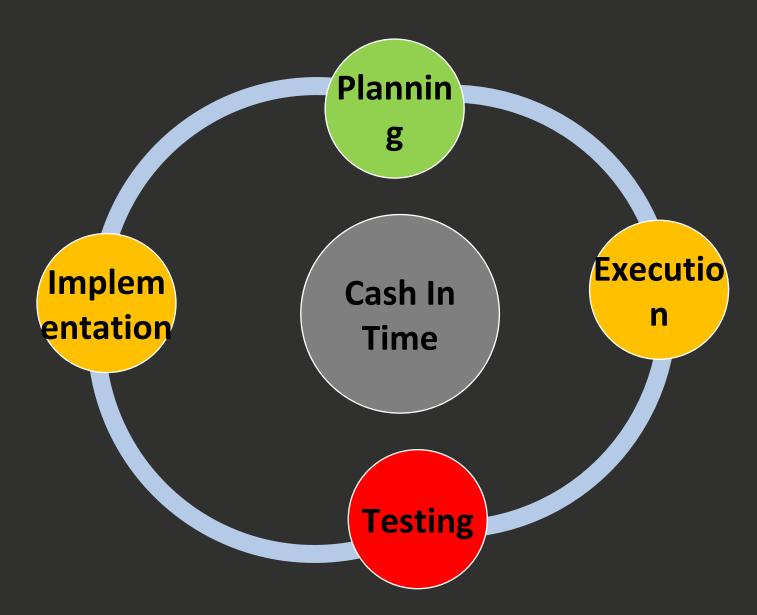
If there a person who is in need of cash, he can ping that thing in the application. He can also set the radius of the area accordingly.

Then the application will notify the users who have to credit their money.

Those users accordingly can reply that person. Both the parties can meet and can transfer the money either by online transfer, Paytm or any convenient mode of payment.

PART FOUR PROJECT METHODOLOGY AND MODULES

PROJECT METHODOLOGY



PLANNING



EXECUTION





Inclusion of APIs necessary for required actions like APIs for maps, firebase, etc.

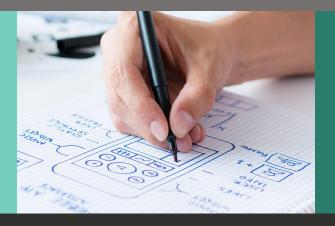






Proceeded with the back-end coding

Decisions for the appearance of the app i.e., designing



Backend coding included flow of data within the activities and data flow between the database and the application.

TESTING

Assurance that the last location of users is fetched.

Testing for authentication method

Note whenever app crashes and work on the bugs

Check whether the data is saved when switched to the offline mode





IMPLEMENTATION

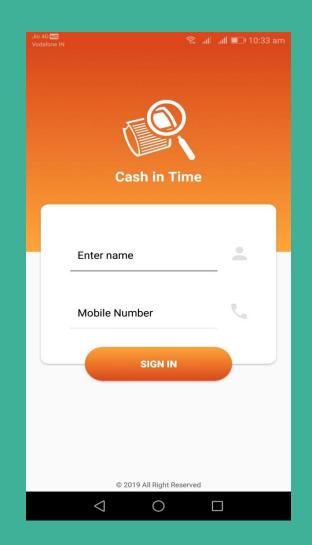
After the testing phase as the app is ready to use, the implementation of it becomes easier and convenient.

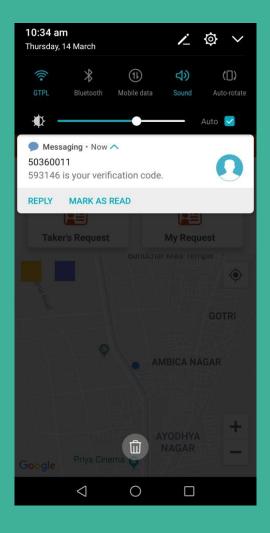
Login activity: this activity accepts the name and phone number of the user.

An OTP is sent on the inserted mobile number for authentication purpose.

The app auto-reads the OTP and signs in for the first time.

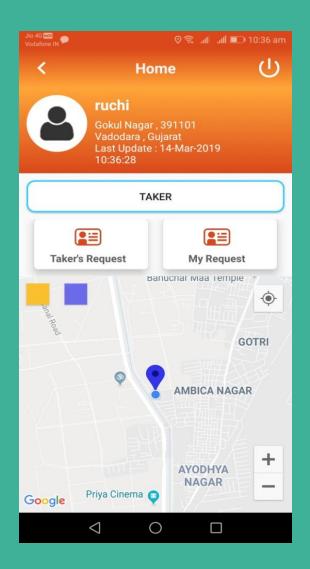
If the user is logged in already then "map" activity is opened

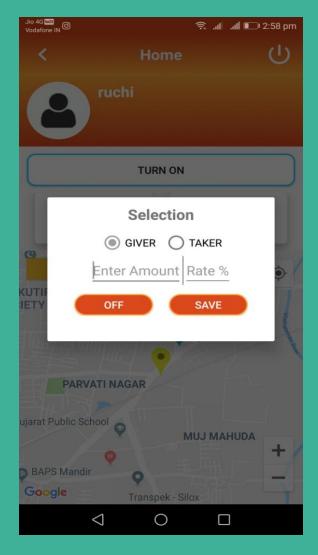




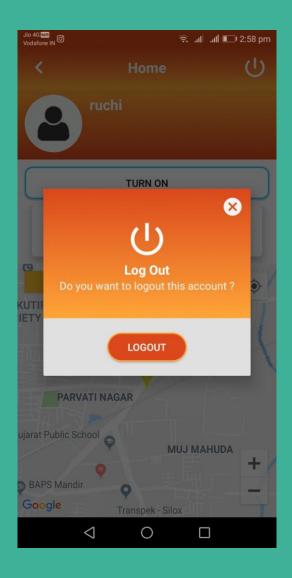
Home activity: This activity opens by default when a user is logged in.

This activity contains different components like map, user details, logout and data feed.



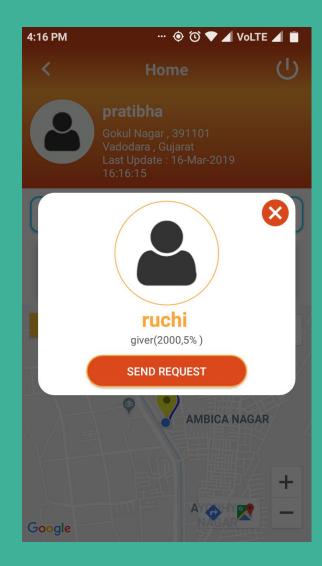


"Home" activity includes the logout button.

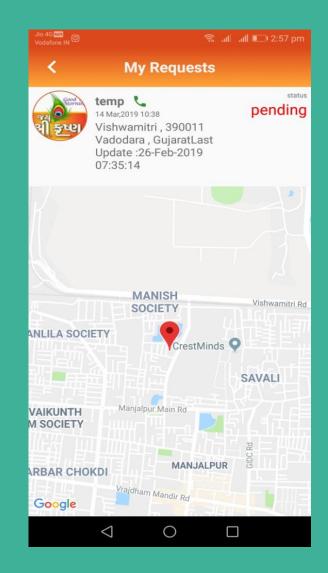


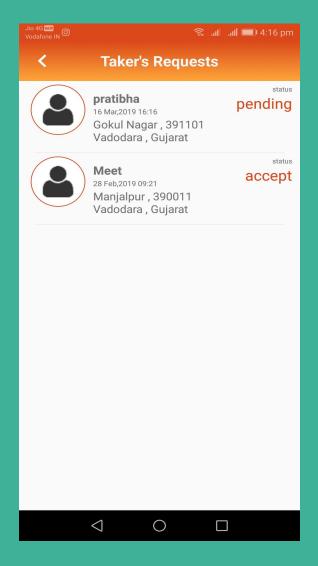
A prompt opens when we click on any icon of a giver, asking the taker to send a request for cash.

The giver then accepts the request and the calling facility is availed which can help them meet and exchange cash.

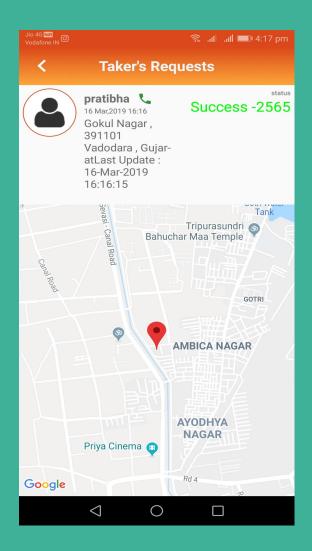


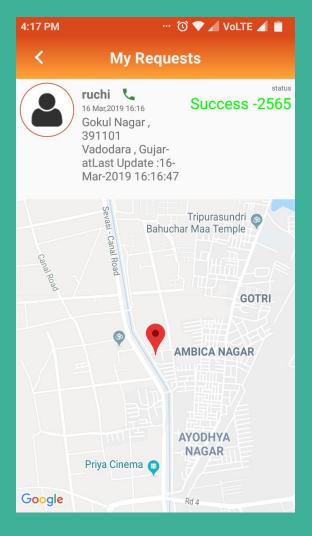
There are two separate history lists which separately shows transactions with takers and givers respectively.





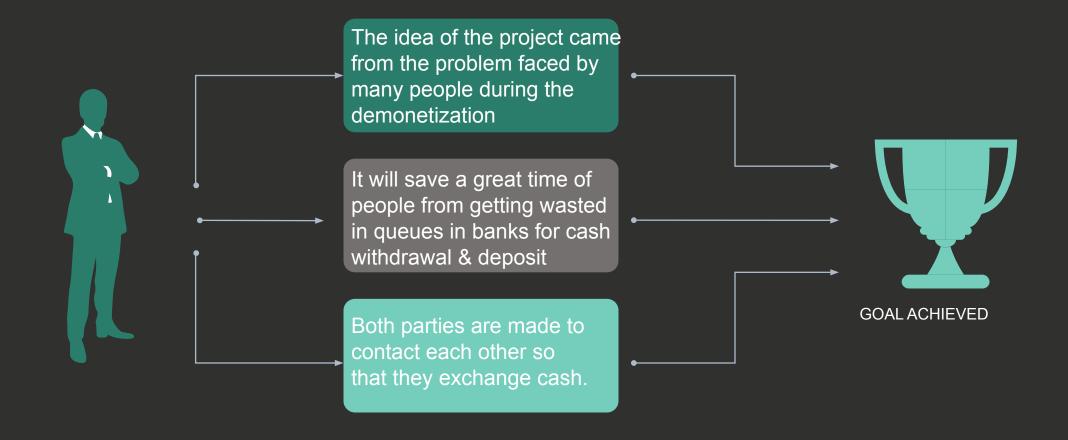
The code matches after the request has been accepted.





PART FIVE
PLAN OF WORK
AND
APPLICATIONS

PLAN OF WORK



APPLICATIONS

It will help both
the parties to
meet and
process
the transaction

It will resolve the issue of waiting in long queues and currency not being in the ATMs

It will locate the users willing to withdraw or deposit money according to the set radius

THANK YOU