**Experiment 10:** **Study a project that is relevant to your project and prepare a case study.**.

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**Learning Objective:** Students will study and understand the project, thus creating the case study on the same.

**Tools:**  MS Word

**Theory:** The main aim of the project under consideration is the management of the database of a bank management system. This project is an insight into the design and implementation of a Bank Management System. This is done by creating a database of the available banks in the city. The primary aim of this bank management system is to improve efficiency and provide ease and control in banking processes. The aim of this project is to develop software for the effective management of a bank. We have developed this software while ensuring effective and accurate statistics are used to develop the software.

**Description on the topic:**

The main purpose that banks have been serving since their inception is keeping our money safe for us. While keeping our money safe, they also let us earn a certain amount of interest on the money deposited with them. Traditional banks have been doing this, and internet banks continue the same function. The only difference is in the way the transactions are made.

**Problem Definition:**

We all know about internet banking but few of us actually understand about the history of internet banking and how it all came out. Knowing history of internet banking can be incredibly useful, especially since it will allow us to have more respect for the little things that we take for granted internet banking has been around for quite a few years now, but has really only become prominent over the past year or so in particular. Internet banking offers an array of different advantages to the user, including account balances and history including year-to date information, the ability to transfer money from one account to another and to payees for bill payments, check history, reorders, and stop payments, check credit card balances and statements, complete online loan applications, secure interactive messaging with staff and much more.

**Objectives**

-> Primary objective

* Create a banking system that is easily accessible by customers from the comfort of their homes, offices etc.
* Reduce the flow of human traffic and long queues at banks.
* Reduce the time wasted in going to banks to stay on queues.
* Promote efficient and effective banking for the banks by focusing on those services that still require physical presence at the banking hall.

**Hardware and software tools:**

The system services and goals are established by consultation with system users. They are then defined in details and serve as a system specification. System requirements are those on which the system runs.

**Hardware Requirements:**

o Computer with either Intel Pentium processor or AMD processor.

o 1GB+ DDR RAM

o 40GB hard disk drive

**Software Requirements:**

o Windows/ MacOS/ Linux operating system.

o JRE and JDK.

o MySQL server (WAMP or XAMPP or any)

**Database Design** is a collection of processes that facilitate the designing, development, implementation and maintenance of enterprise data management systems.

It helps produce database systems:

o That meet the requirements of the users

o Have high performance.

**Architecture Description**

Data Flow Diagram (Common)

Diagram

Description automatically generated

Entity Relationship Diagram

Diagram

Description automatically generated

Fig 1: ER Diagram

An entity–relationship model describes interrelated things of interest in a specific domain of knowledge (Refer Fig 1). It is composed of entity types and specifies relationships that can exist between instances of those entity types.

**CONCLUSIONS AND FUTURE SCOPE**

Thus reaching to the conclusion of our project we observe that Traditional  banks offer many services to their customers, including accepting customer’s   money, deposits, providing various  banking  services to  customers,  and making loans  to  individuals  and  companies.  Compared  with traditional channels of offering banking services through physical branches, e-banking uses the Internet to deliver traditional banking services to their customers, such as opening accounts, transferring funds, and electronic bill payment. E-banking services are delivered to customers through the Internet and the web using Hypertext Markup Language (HTML). In order to use the e-banking services, customers  need Internet access and web browser software.

Multimedia  information in HTML format from online banks can be displayed in web browsers. The heart of the e-banking application is the computer system, which includes web servers, database managementsystems, and web application programs that can generate dynamic HTML pages. The range of e-banking services is likely to increase in the future. Some banks plan to introduce electronic money and electronic checks. Electronic money can be stored in computers or smart cards and consumers can use the electronic money to purchase small value items over the Internet. The Scope of this project is limited to the activities of the operation units of the banking system which include opening of account, deposit of funds, withdrawal of funds & transfer.

🡪 Any bank can use this application to provide better service to their customers.

🡪 Customers can access his/her all accounts present in various branches of the same bank at one click.   
🡪 Bank can publish various upcoming plans for customers through this application.  
🡪 Manager can access all accounts present in the bank through this application.  
🡪 Reduction in work load of all employees will possible through this application as transaction rights are provided online to customer.  
🡪It can be extended for global communication between all banks in the world.

For Faculty Use

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| **Correction Parameters** | **Formative Assessment [40%]** | **Timely completion of Practical [ 40%]** | **Attendance / Learning Attitude [20%]** |  |
| **Marks Obtained** |  |  |  |