
GMIT Cross-Platform Mobile Banking Application

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About this project

Abstract GMIT cross-platform mobile banking application is an app created using the Ionic version one framework which uses Javascript, HTML5 and Angular. This is a mock Banking App designed for GMIT students where they can view their recent transactions and transfer and manage money in their account. This application focuses on security and has AuthO implemented as the log in

Authors Explain here who the authors are.

Chapter 1

Introduction

Our main objective of this project was to focus on security and also to create a cross platform application that we could use on both Android and IOS. We came up with the idea of a mock banking application for GMIT where students could have access to their account and manage their payments by transferring mock money and also looking at their recent transactions.

A banking application tackles a lot of the main aspects in programming in the form of user confidentiality. So we decided to take on a banking application covering all the main aspects in a banking application. Our Banking Application is a cross platform app which means it can be used on both Android and IOS phones and this is done by using the Ionic Framework. We decided to use Ionic v1 as we wanted to work with HTML5 , Javascript and Angular. We have a MongoDB set up so we can store and retrieve data and also protect the users information. As this is not an official banking app we decided to create a mock one where a new user can register and also manage their own personal accounts by transferring money to someone else's account where you can add a new Payee and transfer money to that Payee.

[1]

Chapter 2

Context

- Provide a context for your project.
- Set out the objectives of the project
- Briefly list each chapter / section and provide a 1-2 line description of what each section contains.
- List the resource URL (GitHub address) for the project and provide a brief list of the main elements at the URL.

2.1 Filler

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2.1.1 More filler

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2.2 Filler

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Chapter 3

Methodology

About one to two pages. Describe the way you went about your project:

- Agile / incremental and iterative approach to development. Planning, meetings.
- What about validation and testing? Junit or some other framework.
- If team based, did you use GitHub during the development process.
- Selection criteria for algorithms, languages, platforms and technologies.

Check out the nice graphs in Figure 3.2, and the nice diagram in Figure ??.

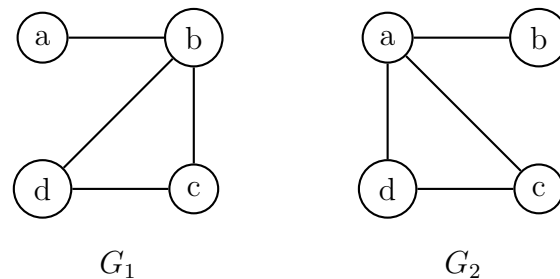


Figure 3.1: Nice pictures



Figure 3.2: Nice pictures

Chapter 4

Technology Review

About seven to ten pages.

- Describe each of the technologies you used at a conceptual level. Standards, Database Model (e.g. MongoDB, CouchDB), XML, WSDL, JSON, JAXP.
- Use references (IEEE format, e.g. [1]), Books, Papers, URLs (timestamp) – sources should be authoritative.

4.1 XML

Here's some nicely formatted XML:

```
<this>
  <looks lookswat="good">
    Good
  </looks>
</this>
```

Chapter 5

System Design

As many pages as needed.

- Architecture, UML etc. An overview of the different components of the system. Diagrams etc... Screen shots etc.

Column 1	Column 2
Rows 2.1	Row 2.2

Table 5.1: A table.

Chapter 6

System Evaluation

As many pages as needed.

- Prove that your software is robust. How? Testing etc.
- Use performance benchmarks (space and time) if algorithmic.
- Measure the outcomes / outputs of your system / software against the objectives from the Introduction.
- Highlight any limitations or opportunities in your approach or technologies used.

Chapter 7

Conclusion

About three pages.

- Briefly summarise your context and ob-jectives (a few lines).
- Highlight your findings from the evalua-tion section / chapter and any opportuni-ties identified.

Bibliography

- [1] A. Einstein, “Zur Elektrodynamik bewegter Körper. (German) [On the electrodynamics of moving bodies],” *Annalen der Physik*, vol. 322, no. 10, pp. 891–921, 1905.