

Software Design Document

For Minor Project

“Online Banking System”



Prepared by:

Abhishek Kumar (PCE15IT001)

Paritansh Goyal (PCE15IT029)

Shubham Dixit (PCE15IT053)

Guide:

Mr. Pradeep Natani

Assistant Professor

Department of Information Technology,

Poornima College of Engineering

20 August 2018

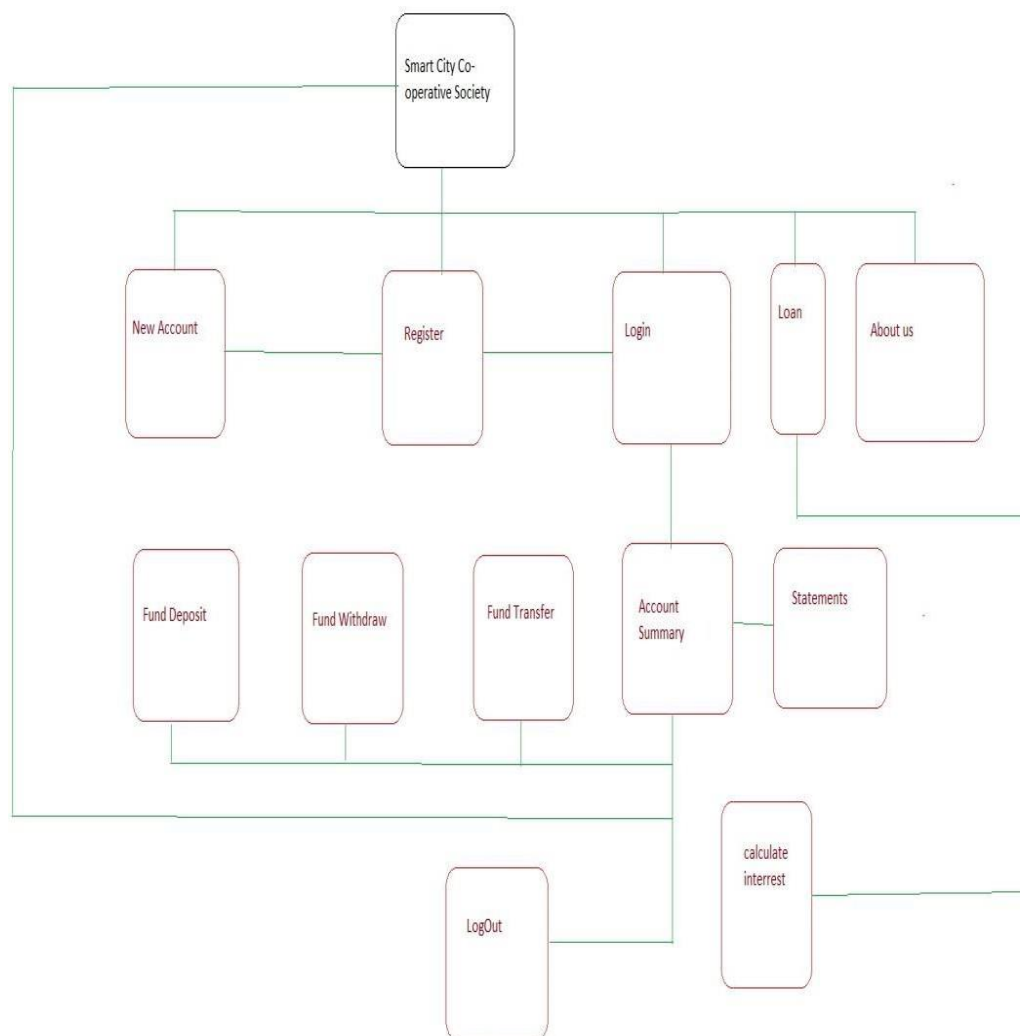
Session – 2018-19

Table of Contents	Page No.
1. Introduction	1
2. Architectural Design (System Flow Chart)	1
3. UML Diagram	2
3.1 Class Diagram	2
3.2 Deployment Diagram	2
4. Database Diagrams	3
5. GUI Design	4
6. API Specification	5
7. Glossary	5
8. Appendices	6
9. References	6
10. Guide's Comments	6

1. Introduction

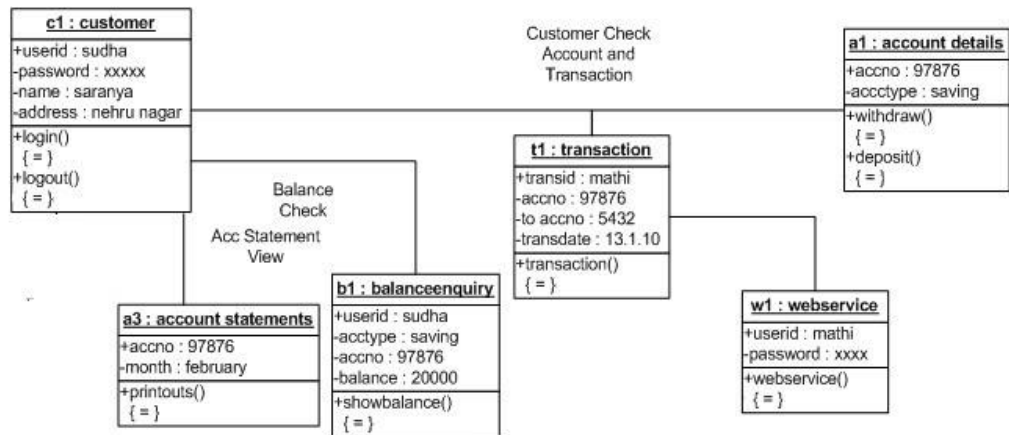
The Online Banking is all about knowing our customer need and provide them with the right service at the right time through right channel 24*7 day a week. Being “electronic”, it not only provides its customers with faster and better facilities, it even reduces the manual overhead of accounts maintenance. Online banking, also known as internet banking, is an electronic payment system that enables customers of a bank or other financial institution to conduct a range of financial transactions through the financial institution's website. It is a part of core banking system. The online banking system will typically connect to or be part of the core banking system operated by a bank and is in contrast to branch banking which was the traditional way customers accessed banking services

2. Architectural Design (System Flow Chart)

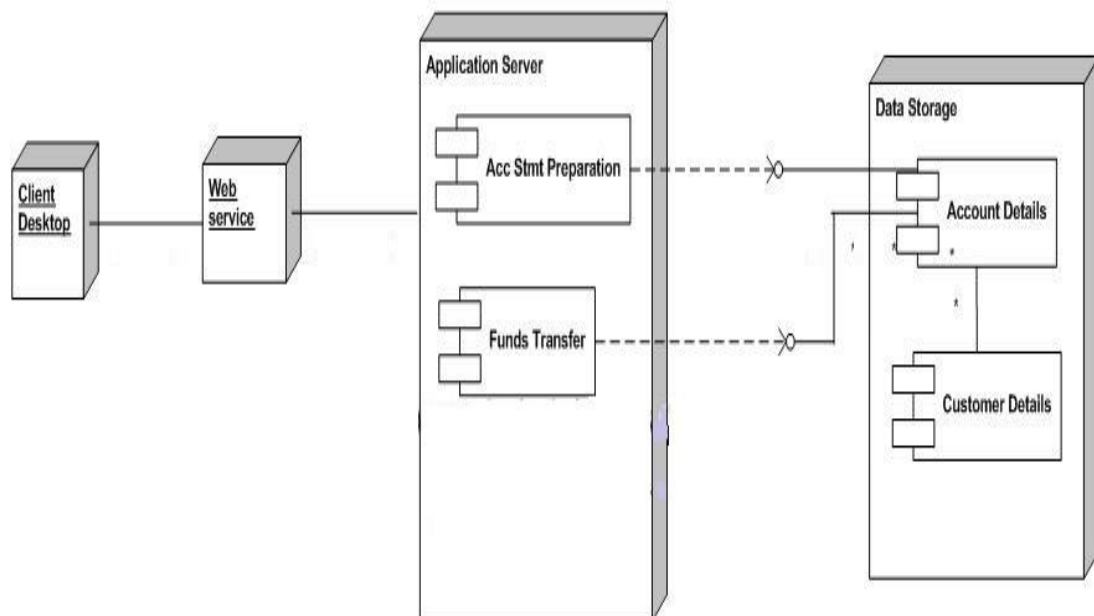


3. UML Diagram

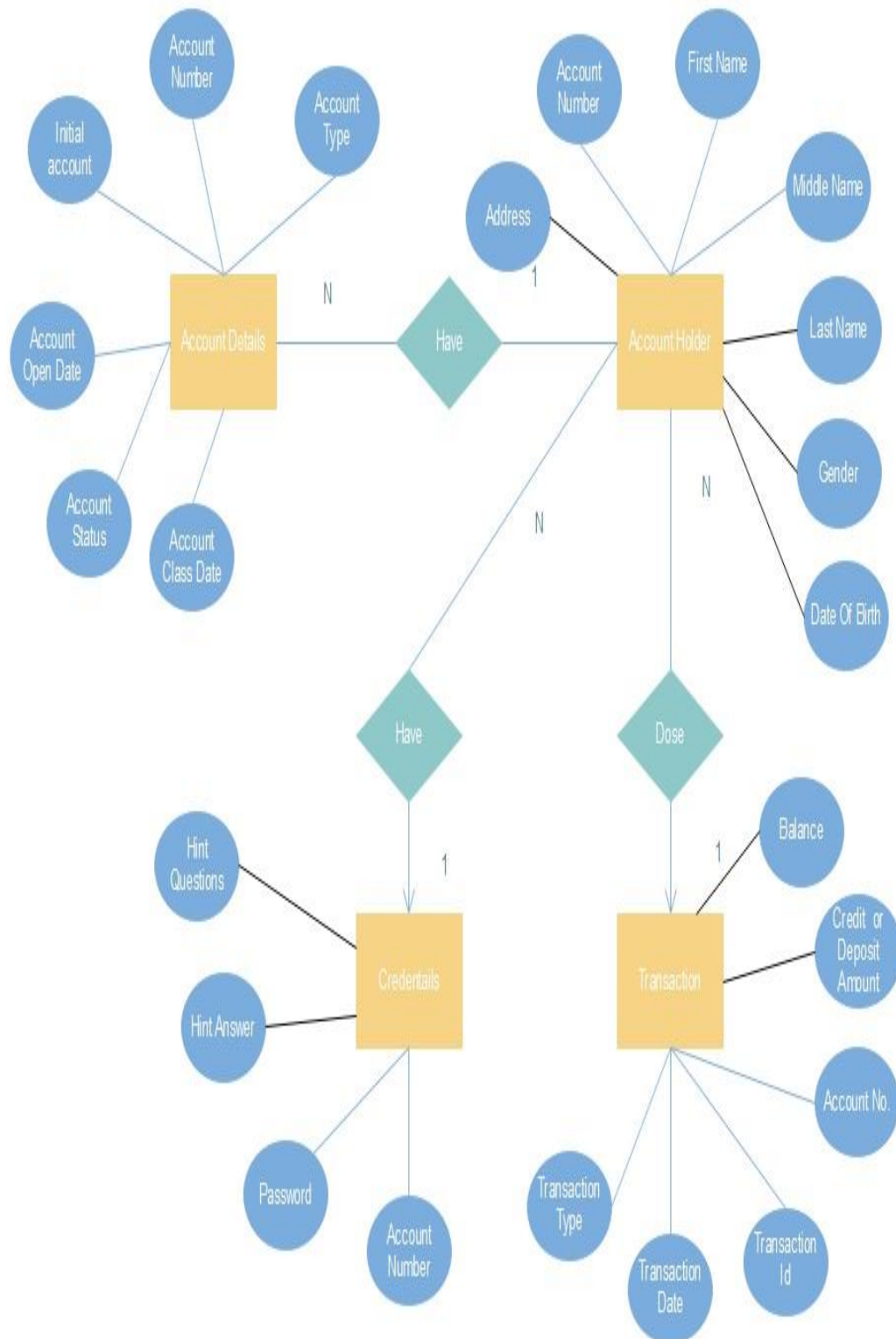
3.1 Class Diagram



3.2 Deployment Diagram



4. Database Diagrams

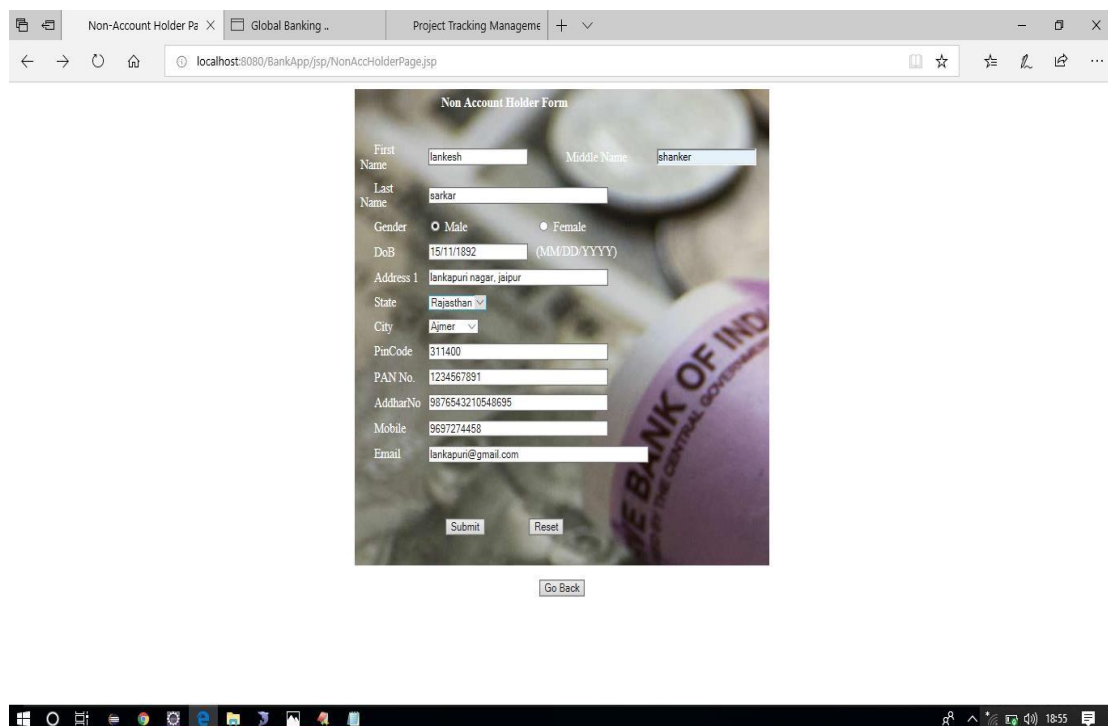


5. GUI Design

GUI stands for Graphical User Interface. At a conceptual level, a computer human interface is a "means by which people and computers communicate with each other". It solves the blank screen problem that confronted early computer users so a GUI is a type of computer human interface on a computer.

GUI usually have common characteristic such as windows, icons, menus, and push-buttons. GUI is a visual operating display that the monitor presents on the monitor to the computer operator.

GUI usually have three major components. These three components are: a windowing system, an imaging model, and an application program interface. The windowing system builds the windows, menus, and dialog boxes that appear on the screen. The imaging model defines the fonts and graphics that appear on the screen. A good GUI design removes the impediment of communication with the computer system and allows the user to work directly on the problem at hand. The things should be keep in mind that the GUI should be as simple as it can be, so that it can be easily accessible any new user also.



The screenshot displays a web browser window with the address bar showing `localhost:8080/BankApp/jsp/NonAccHolderPage.jsp`. The browser tabs include 'Non-Account Holder Pa...', 'Global Banking ..', and 'Project Tracking Manage...'. The main content area features a form titled 'Non Account Holder Form' with the following fields and values:

Field	Value
First Name	lanesh
Middle Name	shanker
Last Name	sarkar
Gender	<input checked="" type="radio"/> Male <input type="radio"/> Female
DoB	15/11/1892 (MM/DD/YYYY)
Address 1	lankapuri nagar, jaipur
State	Rajasthan
City	Ajmer
PinCode	311400
PAN No.	1234567891
AddharNo	9876543210548695
Mobile	9697274458
Email	lankapuri@gmail.com

At the bottom of the form are 'Submit' and 'Reset' buttons. Below the form is a 'Go Back' button. The Windows taskbar at the bottom shows the time as 18:55.

figure : account open page

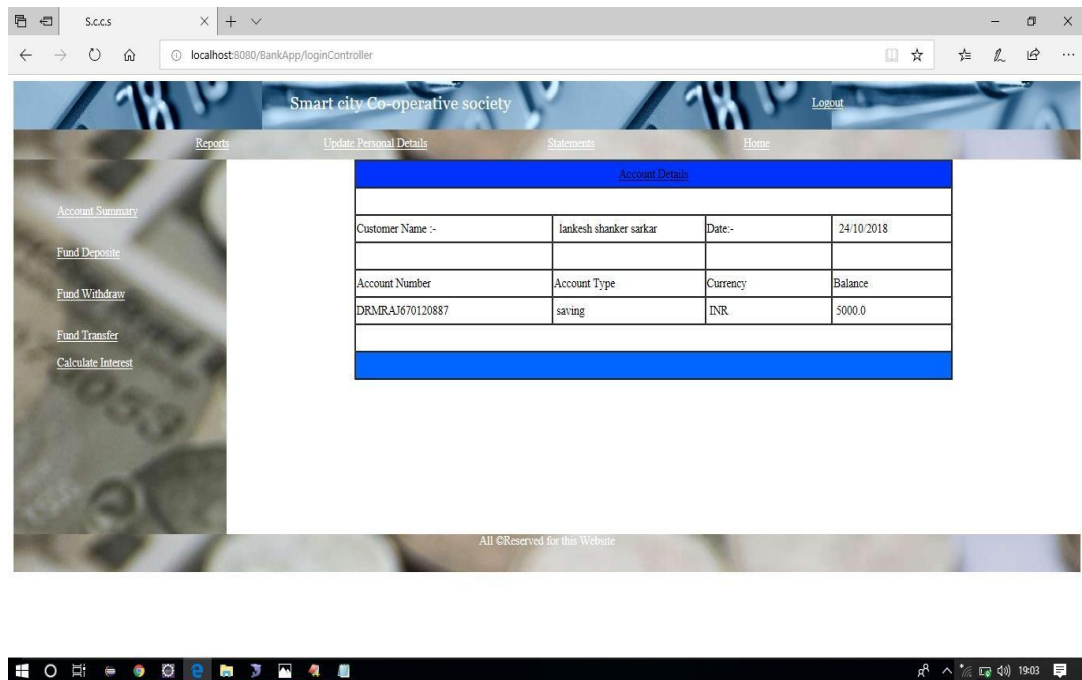


Figure: Account summary

6. API Specification

The landing page of project is home page where client can navigate to login page, New Account page, Insurance page, Account summary Page after successful registration page.

7. Glossary

ANDROID: - Android is mobile operating system developed by Google.

CASCADING: -It is used so that more than one style sheet could apply to a particular piece of html.

CLIENT MODULE: - Separates units of software at client side.

DEBUGGING: - Identify and remove the errors from the hardware and software.

MARKUP LANGUAGE: - It is the language of the computer used for the definition of elements using tags.

NETWORK BACKUP: - It is the process of copying and backing up all nodes of computer system.

SERVER MODULE: - Separate unit of software at server side.

STYLE SHEETS: - The elements which we are customizing in html pages.

8. Appendices

H1-h6: They are heading tags in html

Indentation: In word processing, the word indent is used to describe the distance, or number of blank spaces used to separate a paragraph from the left or right margin.

Architecture Design: This is the basic architecture of the website containing the basic points.

GUI Design: The graphical user interface design is the design that is displayed to the user such as the home page and the rest of pages of the website.

Democratic Team: It comes under team structure which does not enforce any formal team hierarchy. The democratic organization leads to higher moral and job satisfaction.

9. References

The following websites were referred during the analysis and execution phase of the project Websites referred:

- www.geeksforgeeks.com
- www.w3schools.com
- www.bootstrap.com
- www.tutorialspoint.com
- www.quoteschool.com
- Udacity you tube channel

10. Guide's Comments

