A

Project - I Report

on

# "ONLINE BANKING SYSTEM"

Submitted in partial fulfillment of the requirements for the award of the degree of

# **Bachelor of Technology**

in

## **Information Technology**



Guided By -Mr. Pradeep Natani Assistant Professor Submitted by-Abhishek Kumar (PCE15IT001) Paritansh Goyal (PCE15IT029) Shubham Dixit (PCE15IT053) Semester - VII

DEPARTMENT OF INFORMATION TECHNOLOGY POORNIMA COLLEGE OF ENGINEERING, JAIPUR RAJASTHAN TECHNICAL UNIVERSITY, KOTA

October-2018

# **Candidate's Declaration**

We hereby declare that the work, which is being presented in the **Project - I Report**, titled **Online Banking System** in partial fulfillment for the award of degree of **Bachelor of Technology** in **Information Technology**, and submitted to the Department of **Information Technology**, **Poornima College of Engineering**, **Jaipur** is a record of my own work/investigations carried under the guidance of **Mr. Pradeep Natani**, Department of **Information Technology**, **Poornima College of Engineering**.

We have not submitted the matter presented in this Project-I Report anywhere for the award of any other Degree.

Abhishek Kumar (PCE15IT001) Paritansh Goyal (PCE15IT029) Shubham Dixit (PCE15IT053)

Mr. Pradeep Natani Assistant Professor, IT Department

Date: 29/10/2018 Place: Jaipur



Date:29/10/2018

## **CERTIFICATE**

This is to certify that **Project - I** report titled **Online Banking System** has been submitted by **Abhishek Kumar (PCE15IT001), Paritansh Goyal (PCE15IT029), Shubham Dixit (PCE15IT053)** in partial fulfillment for the award of the Degree of **Bachelor of Technology** in **Information Technology** during the session 2018-19, Odd Semester.

The project work is found satisfactory and approved for submission.

(Mr. Amol Saxena) HoD - IT (**Mr. Shirish Nagar**)
Project Coordinator - IT

**ACKNOWLEDGEMENT** 

We express my sincere thanks to my project guide, Mr. Pradeep Natani, for guiding me right

from the inception till the successful completion of the project. We sincerely acknowledge him

for extending their valuable guidance, support for literature, critical reviews of project and the

report and above all the moral support he had provided to me with all the stages of this project.

A special thanks goes out to the HEAD OF DEPARTMENT (Information Technology) Mr.

Amol Saxena who has always given a patient hearing to all out doubts and provided useful

suggestions for completing the report.

We would also like to thanks the supporting staff of Department of IT (PCE) for their help and

cooperation throughout the project.

Last but not the least we place a deep sense of gratitude to my family members and my friends

who have been constant source of inspiration during the preparation of seminar report. Many

people, especially our classmates and team members itself, have made valuable comment

suggestions on this proposal which gave us an inspiration to improve our assignment.

We thank all the people for their help directly and indirectly to complete our assignment.

Abhishek Kumar (PCE15IT001)

Paritansh Goyal (PCE15IT029)

Shubham Dixit (PCE15IT053)

iv

# **Table of Contents**

CHAPTER NO.		PARTICULARS	PAGE NO.
Title Page		i	
Candidate's Dec	ii		
Bonafide Certifi	icate by	the Department	iii
Acknowledgem	ent		iv
Table of Conten	v		
List of Tables			vii
List of Figures			vii
Abstract			1
Chapter 1	Intro	duction to the project	2
	1.1	Need for new System	2
	1.2	Detailed problem definition	3
	1.3	Organization of project	3
Chapter 2	5		
Chapter 3	Softw	rare Requirement Specification (SRS)	6
	3.1	Introduction	6
	3.2	Functional/ Non Functional requirement	6
	3.3	System Features	8
	3.4	Analysis Diagram	9
	3.5	Glossary	15
Chapter 4	Softw	rare Design Document(SDD)	16
	4.1	Introduction	16
	4.2	Architectural Design	16
	4.3	UML Diagram	16
	4.4	Database Diagram	18
	4.5	GUI Design	19
	4.6	API Specification	20
	4.7	Glossary	20
Chapter 5	21		

	5.1	Test plans	22
	5.2	Test Cases and Test Results	24
Chapter 6	Repo	ort from Guide and Recommendation	28
Chapter 7	Conc	clusion And Future Scope of work	29
	7.1	Conclusion	29
	7.2	Future Scope	29
Chapter 8	FAQ	questions about projects	30
References			31
Appendices	32		

# LIST OF TABLES

TABLE	TITLE	PAGE NO.
NO.		
5.1	New Account	25
5.2	Login	26
5.3	Fund Transfer	27

# LIST OF FIGURES

FIGURE	TITLE	PAGE NO.
NO.		
3.4.1	Use case diagram	9
3.4.2	Sequence diagram	10
3.4.3	Component diagram	11
3.4.4	Data Flow Diagram	12
3.4.5	ER Diagram	13
3.4.6	Activity Diagram	13
3.4.7	Architecture Diagram	15
4.3.1	Class Diagram	16
4.3.2	Deployment Diagram	17
4.4	Database Diagram	18
4.5	GUI Design	19

## **ABSTRACT**

The purpose of the project entailed as "Online Banking System "is to develop a website which is user friendly simple, fast, secure and cost effective. It deals with the collection of client sensitive information, traditionally it was done manually. The main function is to provide of this project is to provide a banking solution to those clients who have account in this society. This site provides banking solutions like fund transfer, registration for online banking, transaction statement, applying for the new bank account (non-account holders). The client can access to those account whose id and password does he have. Users can visit the Loan and insurance Policy. All the data is stored in a database whose access rights are not given to the users. This project aims at creation of a secure Internet banking system. This will be accessible to all customers who have a valid User Id and Password. This is an approach to provide an opportunity to the customers to have some important transactions to be done from where they are at present without moving to bank. In this project we are going to deal the existing facts in the bank i.e.; the transactions which takes place between customer and bank. We provide a real time environment for the existing system in the bank. We deal in the method transaction in the bank can be made faster and easier that is our project is an internet based computerized approach towards banking.

## **Introduction to the Project**

#### 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.

Online banking portal provides personal banking that gives us complete control over all banking demands online such as: looking Bank A/c balance, minimum statement, recent transaction, make bill payment and etc.

#### 1.1 Need for the New System

Our Internet Banking Solutions make it easier to control our payables and receivables. For instance, we can arrange to receive alerts when payments are due or pending our approval.

Check on our accounts and carry out transactions whenever it suits we, including evenings and weekends. That way, we can focus on what matters most during the day this web-based business-to-business payment feature is unique to National Bank. Whether small, medium or large, all businesses access the same platform and can use the functions that correspond to their needs.

There's less paperwork and company personnel can be utilized more efficiently. Our Internet Banking Solutions for businesses facilitate account management and foreign currency transactions

#### 1.2 Detailed Problem Definition

#### 1.2.1 Lack of Money keeping

The Money can't be kept at home as it is not safe.

#### 1.2.2 For Investment

They Money is deposited in the account on monthly basis. This money is given as loan by the society to other members/clients on which they charge a interest on it. This can be considered as investment

#### 1.2.3 For those whose account application is rejected by bank

Those persons whose application is rejected by the bank due to incorrect documents, etc.

## 1.3 Organisation of project

The entire project mainly consist of three module

- View Module
- Controller Module
- Database Module

#### 1.3.1 VIEW MODULES

- JSP Files
- HTML Files
- CSS Files

Files in this modules are used for the front end/ the view that appears to the user/client.

#### 1.3.2 CONTROLLER MODULES

• Servlets file

### Java Files

Files in this module are used to control the flow of data and the request come from any front end page and database connectivity files.

### 1.3.3 DATABASE MODULE

#### Database Files

Files in these module are database files.ie files on which data is stored by database.

# **Client Survey / Result**

## POORNIMA COLLEGE OF ENGINEERING DEPARTMENT OF INFORMATION TECHNOLOGY PROJECT STAGE – 1 (SESSION 2018-19) CLIENT IDENTIFICATION FORM

(TO BE FILLED ONLY BY TEAMS MAKING COMPANY/CLIENT BASED PROJECTS)

PROJECT TITLE:	
PROJECT TEAM:	
CLIENT / COMPANY	Y NAME:
CLIENT/COMPANY ADDRESS	
CONTACT NUMBER (TELEPHONE/FAX/I	RS MOBILE)
TENTATIVE PROJEC	CT DELIVERY DATE:
	DECLARATION BY THE CLIENT
	(Contact person) , hereby declare on behalf or
	(Company name) that above mentioned students
	of Engineering, Jaipur have agreed to develop a software pr
	(Project name) in(Technology) for me one), <b>as their final year project.</b> Project is aimed basicall
organization (tick any	

## **Software Requirement Specification (SRS)**

#### 3.1 Introduction

#### 3.1.1 Purpose

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

#### 3.1.2 Feasibility

It determines that if the system can be implemented using the latest technology. In this website we are using HTML, CSS as the front-end and in the backend development we are using JavaScript and java, for the database we are using MYSQL. We were working officially first time on this technology but it didn't take much effort and time to get used to it.

In our projects we have used latest technologies which are available as open source so we have not invested in any software, which depicts our project is pocket friendly.

For the user this project can easily be made available online without much consideration of the hardware and software. The only required thing at the applicant's side is the Internet connection and a web browser, which are a no difficult issue these days.

## **3.2 Functional /Nonfunctional Requirements**

#### **3.2.1Functional Requirements**

- The user must have unique login id and password for login.
- User profile will be created at the time of registration.
- We have simplified and made convenient for the users to open new account through this online platform.
- The website which we have developed will be working for twenty-four hours a day without any interruptions.
- The website is not requesting for the any cookies
- The website should have a user-familiar interface so that the system would not pose an additional workload to the users.

#### **3.2.2 Nonfunctional Requirements**

- The database may get crashed at any certain time due to virus or operating system failure. Therefore, it is required to take the database backup.
- The Server on which this project is running should be secure.
- The Server should not get crashed while handling the request of many users.
- The Database have sensitive data of the user so it must be secure.
- The Server should be capable enough to process multiple request.
- The Database should store data at multiple locations on different hard-disk so if any hard-disk gets crash it should not lose its data.

#### 3.2.3 Technical Requirements (Hardware /Software)

Technical Requirements are the requirements which are needed to run the application in terms of hardware and software. The technical requirement for the system is as follows:

### **Hardware Requirement**

• Computer System(Java enabled)

- RAM 1GB
- ROM − 128 GB
- Processor Intel Core-i3

### **Software Requirement**

- Windows 7,8,10
- Java Development Kit(Version 8)
- MySQL(Version 5.5.61)
- Internet Browser (Chrome, Firefox, Internet Explorer, etc.)
- Apache Tomcat Server(Version 8.0)

## 3.3 System Features

The entire project mainly consist of three module

- View Module
- Controller Module
- Database Module

#### 3.3.1 VIEW MODULES

- JSP Files
- HTML Files
- CSS Files

Files in this modules are used for the front end/ the view that appears to the user/client.

#### 3.3.2 CONTROLLER MODULES

- Servlets file
- Java Files

Files in this module are used to control the flow of data and the request come from any front end page and database connectivity files.

### 3.3.3 DATABASE MODULE

#### Database Files

Files in these module are database files.ie files on which data is stored by database.

# 3.4. Analysis Diagrams

### 3.4.1 Use Case Diagram

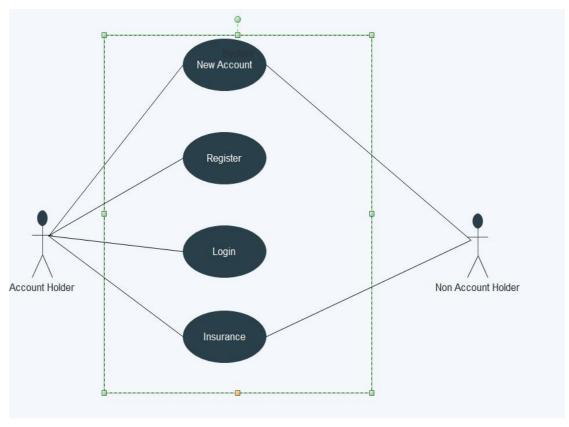


Figure 3.1: Use Case Diagram

## 3.4.2 Sequence Diagram

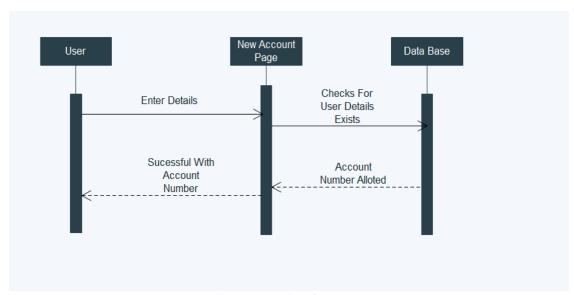


Figure 3.2: New Account

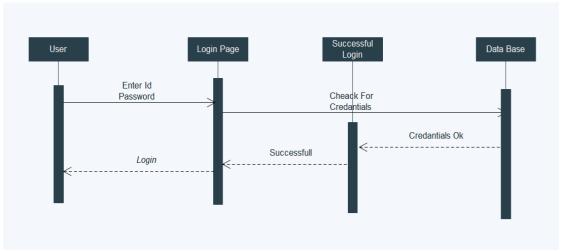


Figure 3.3 : Login Page

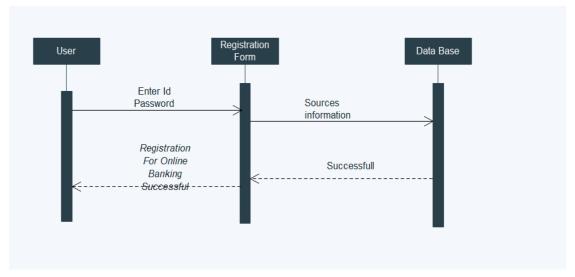


Figure 3.4: Online Registration

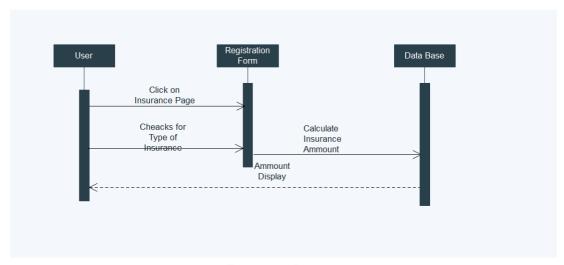


Figure 3.5 : Insurance

## 3.4.3 Component diagram

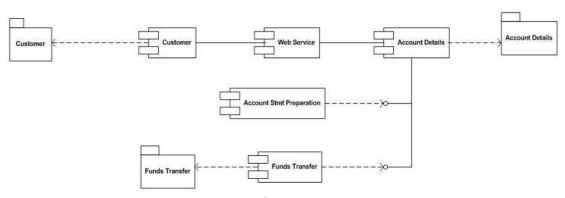


Figure 3.6 : Component diagram

# 3.4.4 Data Flow Diagram

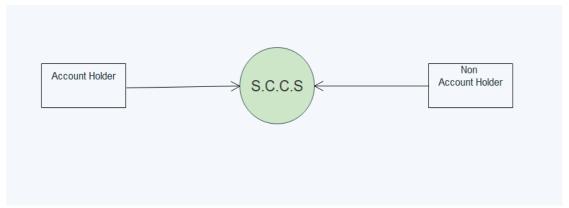


Figure 3.7 : 0 Level DFD

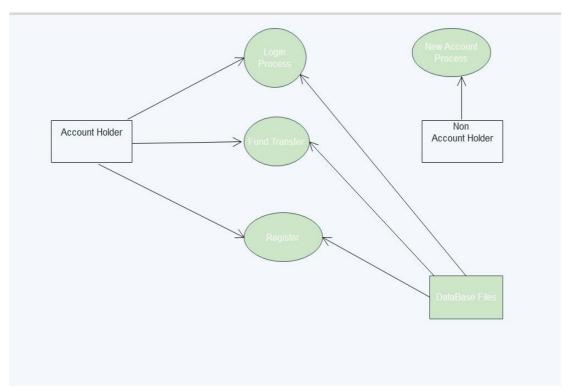


Figure 3.8:1 Level DFD

## 3.4.5 ER Diagram

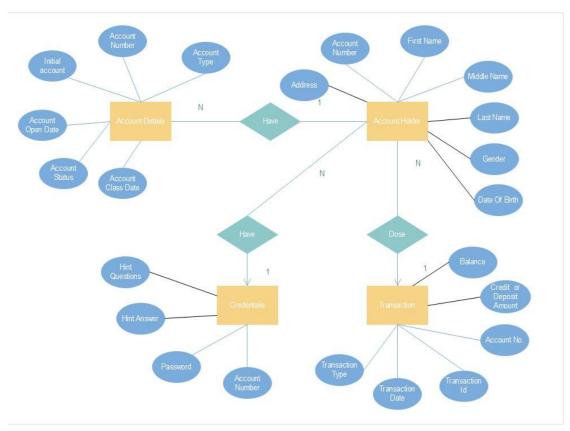


Figure 3.10: E- R Diagram

## 3.4.6 Activity Diagram

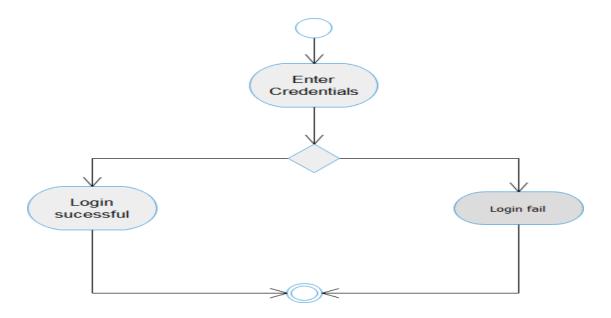


Figure 3.11 : Login Page

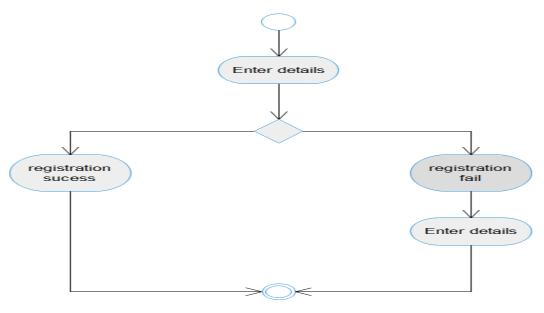


Figure 3.12: Register page

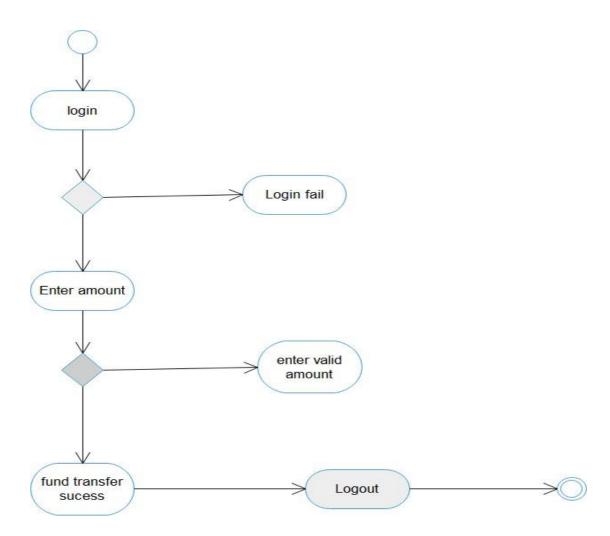


Figure 3.13: Fund Transfer

### 3.4.7 Architecture Diagram

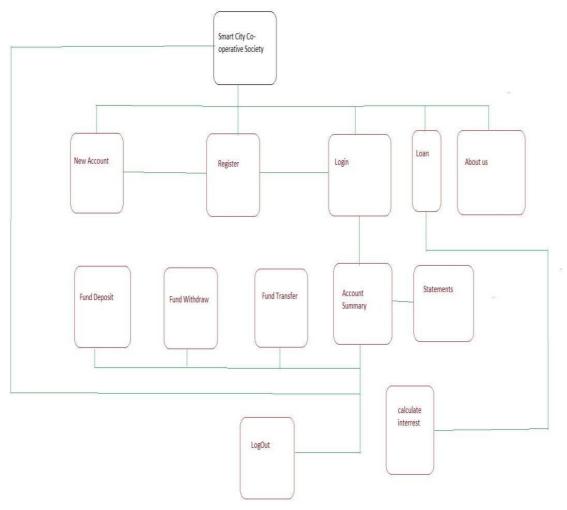


Figure 3.14: Architecture Diagram

## 3.5 Glossary

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

# **Software Design Document (SDD)**

### 4.1 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

## **4.2. Architectural Design (System Flow Chart)** (Refer to Section 3.4.7)

### 4.3. UML Diagram

## 4. 3.1 Class Diagram

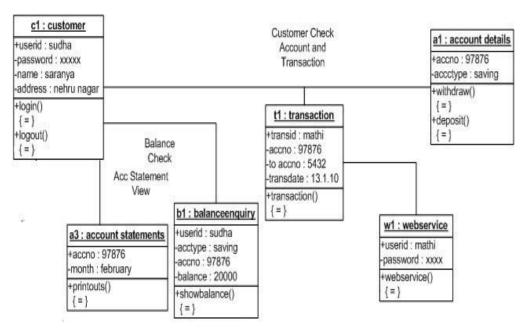


Figure 4.1: Class Diagram

# 4.3.2Deployment Diagram

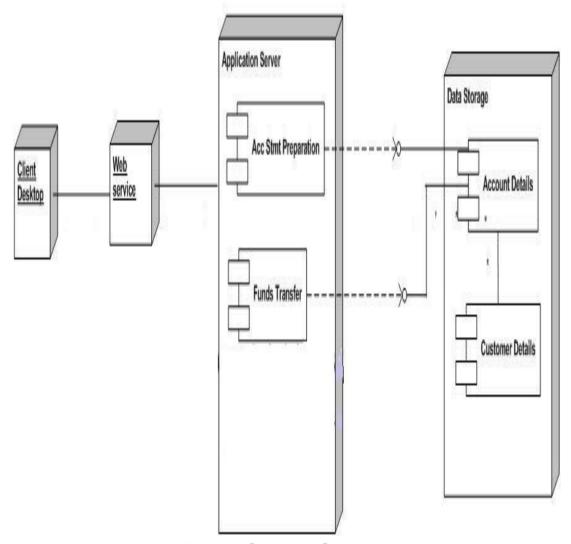


Figure 4.2: Deployment Diagram

# 4.4. Database Diagrams

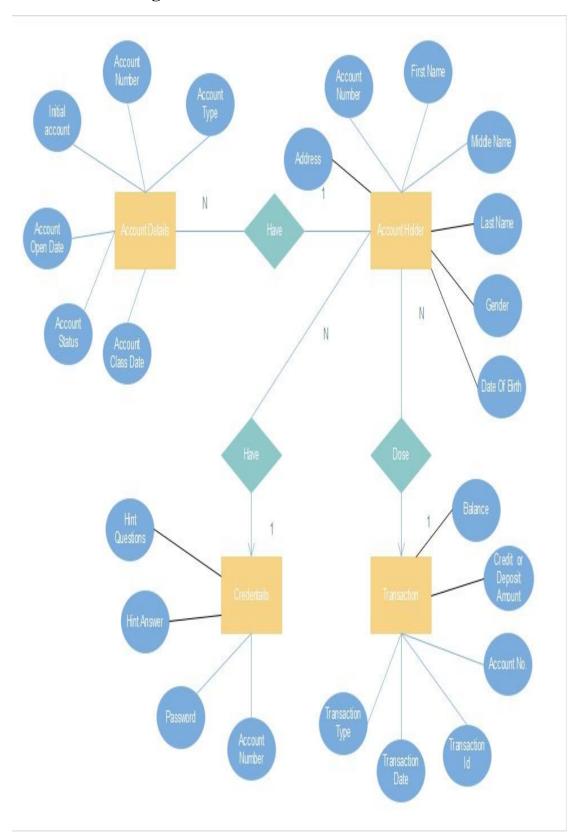


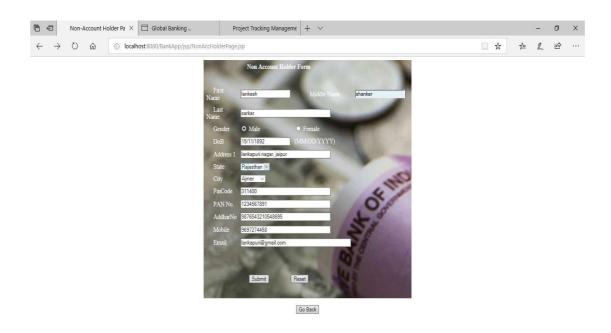
Figure 4.3: Database Diagram

### 4.5. 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.

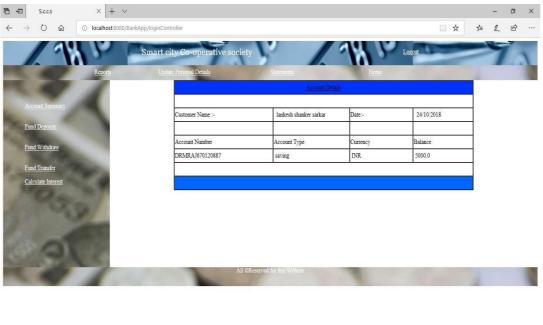
GUI usually have common characteristic such as windows, icons, menus, and pushbuttons. GUI is a visual operating display that the monitor presents on the monitor to the computer operator.

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.



# O 対 ⊜ ⑤ ② P □ ▼ M 4 ■

Figure 4.4: account open page



# O 耳 🖨 🧿 🔯 😢 📆 🥦 🧥 🦧 📕

Figure 4.5: Account summary

## 4.6. 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.

## 4.7. 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.

## **Test Case Design**

Software testing is an activity to check whether the actual results match the expected results and to ensure that the software system is Defect/error free. It involves execution of a software component or system component to evaluate one or more properties of interest. Software testing also helps to identify errors, gaps or missing requirements in contrary to the actual requirements. It can be either done manually or using automated tools. Software testing involves the execution of a software element i.e. modules or system component to evaluate one or more properties of interest. In general, these properties indicate the extent to which the component or system under test:

- Meets the requirements that guided its design and development,
- Performs its functions within an acceptable time,
- Responds correctly to all kinds of inputs,
- Can be installed and run in its intended environments, and
- Achieves the general result its stakeholder's desire.

Testing is an inspection or investigation conducted to provide stakeholders with vital information about the quality of the software product or service or website which is currently being under test. Software testing is one of the most crucial parts of business success, but it can also be the most commonly disregarded and undervalued. Software engineers and owners alike usually try to put off the software testing phase of a project, because it can extend the deadline and increase cost.

Testing teams are hired to fix the bugs and test various components of the program or software in order to reduce the number of bugs so a customer or client can have a satisfactory level of experience while using the software or website. Software testing can provide objective, independent information about the quality of software and risk of its failure to users or sponsors. Software testing can be conducted as soon as executable software (even if partially complete) exists to get overall approach to software.

**5.1 Test Plans** 

A document describing the scope, approach, resources and schedule of intended test

activities. It identifies amongst others test items, the features to be tested, and the testing

tasks, who will do each task, degree of tester independence, the test environment, the

test design techniques and entry and exit criteria to be used. A test plan is a document

detailing the objectives, target market, internal beta team, and processes for a specific

beta test for a software or hardware product. A test plan documents the strategy that

will be used to verify and ensure that a product or system meets its design specifications

and other requirements.

**Master test plan**: A test plan that typically addresses multiple test levels.

**Phase test plan**: A test plan that typically addresses one test phase.

**Test Plan Types** 

One can have the following types of test plans:

Testing Level Specific Test Plans: Plans for each level of testing are as follows:

Unit Test Plan

**Integration Test Plan** 

System Test Plan

Acceptance Test Plan

Testing Type Specific Test Plans: Plans for major types of testing like

Performance Test Plan and Security Test Plan.

System testing is the stage of implementation, which is aimed at ensuring that the

system works accurately and efficiently before live operation commences. Testing is

the process of executing the program with the intent of finding errors and missing

operations and also a complete verification to determine whether the objectives are met

and the user requirements are satisfied. The ultimate aim is quality assurance.

Tests are carried out and the results are compared with the expected document. In the

case of erroneous results, debugging is done. Using detailed testing strategies, a test

22

plan is carried out on each module. The various tests performed in "Network Backup System" are unit testing, integration testing and user acceptance testing.

#### **UNIT TESTING**

The software units in a system are modules and routines that are assembled and integrated to perform a specific function. Unit testing focuses first on modules, independently of one another, to locate errors. This enables, to detect errors in coding and logic that are contained within each module. This testing includes entering data and ascertaining if the value matches to the type and size supported by java. The various controls are tested to ensure that each performs its action as required.

#### INTEGRATION TESTING

Data can be lost across any interface, one module can have an adverse effect on another, sub functions when combined, may not produce the desired major functions. Integration testing is a systematic testing to discover errors associated within the interface. The objective is to take unit tested modules and build a program structure. All the modules are combined and tested as a whole. Here the Server module and Client module options are integrated and tested. This testing provides the assurance that the application is well integrated functional unit with smooth transition of data.

#### **USER ACCEPTANCE TESTING**

User acceptance of a system is the key factor for the success of any system. The system under consideration is tested for user acceptance by constantly keeping in touch with the system users at time of developing and making changes whenever required

#### White Box Testing

White box testing is a software testing method in which the internal structure/design/implementation of the item being tested is known to the tester. The tester chooses inputs to exercise paths through the code and determines the appropriate outputs. Programming know-how and the implementation knowledge is essential. White box testing is testing beyond the user interface and into the nitty-gritty of a system.

#### **Black Box Testing**

Black box testing, also known as Behavioural Testing, is a software testing method in which the internal structure/design/implementation of the item being tested is not known to the tester. These tests can be functional or non-functional, though usually functional. This method is named so because the software program, in the eyes of the tester, is like a black box; inside which one cannot see. This method attempts to find errors in the following categories:

- Incorrect or missing functions.
- Interface errors.
- Errors in data structures or external database access.
- Initialization and termination errors.

#### **5.2 Test Cases and Test Results**

A test plan is a detailed document that outlines the test strategy, testing objectives, resources (man power, hardware, and software) required for testing, test schedule, test estimation and test deliverables.

The test plan serves as a blueprint to conduct software testing activities as a defined process which is minutely monitored and controlled by the test manager.

Making Test Plan has multiple benefits

- Test plan helps us determine the effort needed to validate the quality of the application under test.
- Help people outside the test team such as developers, business managers, customers understand the details of testing
- Test plan guides are thinking. it is like a rule book, which needs to be followed.

Table 5.1: New Account

Test Scenario ID		New Account		Test Case ID		openAccount		
Test Case Description		Signup – test case		Test Priority		Intermediate		
Pre-Requisite		A index page with hyperlink to new account page		Post- Requisite			N/A	
			Test Execution	Steps:				
S. No.	Action	Inputs	Expected Output	Actual Output		est wser	Test Result	Test Comment s
1	Open new account Page.	Click 'New Account' button on Home page	New Account Page will open	New Account Page opens	Google Chrome Version 65.0.39		Pass	New Account page opens successfull y
2	Enter all details & press create button	Name: Aditya Mobile No: 9876543210 Email id: aditya@test.c om  Password: *******	Created successful and account no. allotted	Signup done and user gets account no. allotted	Chr Ver	ogle ome sion ).39	Pass	Account created successful

Table 5.2: Login

Test Scenario ID		Log	in	Test Case ID			Login			
Test Case Description		Login – test case		Test Priority		Intermediate				
Pre-	Requisite	A index page w to patient lo	• •	* <del>-</del>		N/A				
			Test Executio	n Steps:						
S. No.	Action	Inputs	Expected Output	Actual Output	Test Browser		Test Result	Test Comments		
1	Open Login Page.	Click 'Login' button on index page	Login Page will Open	Login Page opened	Google Chrome Version 65.0.39		Pass	Login page opens successfully		
2	Enter Email ID & password and press login button	Email id: aditya@test.c om  Password: ******	Login successful and directs to landing page	Login successf ul and direct to landing page	Google Chrome Version 65.0.39		Chrome Version		Pass	Login successful

			Γable 5.3: Fund	d transfer				
Test Scenario ID		Fund transfer		Test Case ID		Fund		
	st Case cription	Signup – 1	test case	Test Priority		Intermediate		
Pre-Requisite		A index page w to doctor sig	• •	Post- Requisite		N/	N/A	
			Test Executio	n Steps:				
S. No.	Action	Inputs	Expected Output	Actual Output	Test Browser	Test Result	Test Comments	
1	Open fund transfer Page.	Click 'transfer' button on fund transfer page	Transfer successful with transaction id	Transfer successf ul with transacti on id	Google Chrome Version 65.0.39	Pass	Fund transfer success	
2	Open fund transfer Page and deposit amount	Click deposit amount	Amount deposited success	Amount deposite d successf ul	Google Chrome Version 65.0.39	Pass	Amount deposited successful	

# Report from guide and recommendation

## **Conclusion & Future Scope of Work**

#### 7.1 Conclusion

This website provides a user friendly platform for clients. It helps the clients to perform the different banking solutions provided by this society. It helps the different non-account holder to open a new account with this bank. This will benefit the clients to open new account (in the case of non-account holder) and to apply for online banking, for those who now are account holder, can visit and see the loan and insurance policies. This site will help the user to transfer the fund from their account to another account with this society.

### 7.2 Future Scope of Work

There is a future scope of this facility that many more features such as fund transfer through mobile number, more security like OTP feature to login into the account, can do shopping online, rail and air ticket booking, can pay their electricity, water, mobile, etc. utility bills via this website, can download and mail their transaction statements.

# **FAQ Questions about Projects**

Q: What is online banking?

A: Online Banking is a tool that allows us to use a personal computer with an Internet connection to conduct your banking online.

Q: What can I do with Online Banking?

A: We can view account balances and transaction history, transfer money and much more.

Q: Is any of my personal information stored in the Online Banking product?

A: Yes, the Online Banking product stores our User ID, password and user preferences.

Q: How much account information can I view at once?

A: The system will always default to show history at login.

### **REFERNCES**

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

Websites referred:

- 1. Geeksforgeeks: "https://www.geeksforgeeks.org/introduction-java-servlets/"
- 2. W3schools: "https://www.w3schools.com/css/css\_border.asp"
- 3. Java T Point: "https://www.javatpoint.com/object-and-class-in-java"
- 4. Tutorial spoint:-

https://www.tutorialspoint.com/html\_online\_training/html\_list\_tags.asp

- 5. "The Complete Reference Java Seventh Edition" by Herbert Schildt
- 6. "Head First Java" by Kathy Sierra & Bert Bates
- 7. "Head First Servlets and Jsp" by Kathy Sierra & Bert Bates
- 8. "A Programmers Guide to JAVA SCJP" by Khalid Mughal
- 9. "Database System Concepts" by Henry F. Korth & S. Sudarshan

## **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 organisation leads to higher moral and job satisfaction.