

DEMAND DRAFT WITHDRAW AUTOMATIC IN ATM SYSTEM

Abstract: The main task is to handle the account details and to design the DD or Banker's Cheque as respect to the Bank. The application runs based on the account balance of the user. The user account balance should not be lesser than the DD amount entering by the user. The Banks details are maintained in separate web application were the Machine application can get the bank details like logo, Bank Name, Branch and Other Code Details. As mentioned there are two applications one is the User Application were the user as the option to take the DD or Banker's Cheque. Then the second application is to maintain the Bank Details separately. These two applications are merged in the User Application to get the details of the Bank from the Admin Application. The user can select the option to take DD or Banker's Cheque or RTGS. Once the option is selected the bank branch details are collected from the Admin application and choose to the user application. Then the amount details for the selected option. Once the details are selected corresponding image back ground is collected from the admin application. The information are collected and stored in the options image back ground. The stored information's are verified with respect to the image background. Here user have the option to do modification if any need or the user can go for the print option to get the DD or Banker's Cheque.

Keywords: Demand Draft, ATM, Cheque, Feasibility.

1. INTRODUCTION:

As we all know ATM Machines are how important and useful in our current human speed and fast world. Similarly we planned to design an application to have the Demand Draft, Banker's Cheque and RTGS instant with the Account with the Corresponding Bank. Normally the user as a account in an bank were the user have to go to bank to take the DD, Banker's Cheque etc now no need to go to the Bank from ATM itself the user can take the DD or Banker's Cheque etc. The application as to provide more compact to the user similar to the ATM application.

1.1 Existing system:

In existing system the account holder has to go to bank to take the DD or Bankers cheque or RTGS. There the customer as fill a form or complete some formality to apply for the DD etc. After completing these process the customer as to wait for the DD to deliver. These process mentioned before is based on the bank situation and crowd level in Bank. If bank is one leave the customer as no option to do the process. These are the some of the

main issue faced by the user for the approach of taking a DD or Bankers Cheque or RTGS.

DISADVANTAGE:

- Customer as to wait for the DD Process.
- No DD on Bank Holidays
- Based on Bank situation.

1.2 Proposed system:

In the proposed system the customer as a valid account and DD amount in the account there is no problem to take a DD in no time. The customers need not to wait for the bank process. DD can be taken on Bank holidays also.

ADVANTAGE:

DD or Bankers Cheque or RTGS can be taken on Bank Holidays

Customer need not to wait for bank formalities

Customer need not to got to Bank to take the DD.

Customer can take the DD from any where

2. FEASIBILITY STUDY:

2.1 Economic feasibility study:

This involves questions such as whether the firm can afford to build the system, whether its benefits should substantially exceed its costs, and whether the project has higher priority and profits than other projects that might use the same resources. This also includes that whether the project is in the condition to fulfill all the eligibility criteria and the responsibility of both sides in case there are two parties involved in performing any project.

2.2 Technical feasibility study:

This involves questions such as whether the technology needed for the system exists, how difficult it will be to build, and whether the firm has enough experience using that technology. The assessment is based on an outline design of system requirements in terms of Input, Output, Fields, Programs, and Procedures. This can be qualified in terms of volumes of data, trends, frequency of updating, etc. in order to give an introduction of technical system.

2.3 Schedule Feasibility study:

This involves questions such as how much time is available to build the new system, when it can be built

(i.e. during holidays), interference with normal business operation, etc.

2.4 Organizational Feasibility study:

This involves questions such as whether the system has enough support to be implemented successfully, whether it brings an excessive amount of change, and whether the organization is changing too rapidly to absorb it.

2.5 Cultural Feasibility study:

In this stage, the project's alternatives are evaluated for their impact on the local and general culture. For example, environmental factors need to be considered.

2.6 Legal Feasibility study:

Not necessarily last, but all projects must face legal scrutiny. When an organization either has legal council on staff or on retainer, such reviews are typically standard. However, any project may face legal issues after completion too.

2.7 Marketing Feasibility study:

This will include analysis of single and multi-dimensional market forces that could affect the commercialization or success of a project's actual revenue (sales) potential.

3. SYSTEM DESIGN

INPUT DESIGN:

Input design is the process of converting a user oriented description of the inputs to a computer based business system into a program oriented specification.

The objectives in the input design:

- To produce a cost-effective method of input.
- To achieve a highest possible level of accuracy.
- To ensure that input is acceptable to and understood by the user staff.

INPUT STAGES

Several activities have to be carried out as a part of the overall input process. They include

- Data Recording – Collection of data at its source.
- Data Description – Transfer of data to an input form
- Data Conversion – Conversion of the input data to a computer acceptable medium.
- Data Verification – Checking the conversion
- Data Control – Checking the accuracy and controlling the flow of data to the computer.
- Data Transmission – Transmission or transferring the data to the computer.
- Data Validation – Checking the input data by program when it enters the computer system.

- Data Correction – Correction the errors that are found at any early stages.

•

OUTPUT DESIGN:

The output design is an on going activity almost from the beginning of the project, and follows the principles of form design. Effects and well define an output design improves the relationship of system and the user, thus facilitating decision-making. A major form of output is a hard copy from the printer, however soft copies re available.

The Types of output used in the system are: -

Internal outputs: Whose destination is within the organization and is the user's main interface with the computer.

Interactive outputs: - Which involves the user in communicating directly with the computer.

External outputs – Whose destination is outside the organization and which require special attention since they project the image of the organization.

4. IMPLEMENTATION:

SYSTEM IMPLEMENTAION

Implementation is that stage of the project when the theoretical design is turned into a working system. After testing the modules successfully, the necessary privileges are given to the users. All the users are requested to handle the system carefully. The real time problems that occur are successfully solved. The objective is to put the tested system into operation. It consists of

- Testing the developed program with sample data.
- Detection and corrections of errors.
- Making necessary changes in the system.
- Checking of reports.
- Creating computer compatible files.
- Installation of hardware and software utilities.

An implementation description that shows implementation details for each operation implied by message that is passes to an object. Implementation details include information about the objects private part; that is, internal details about the data structures that describe the objects attributes and procedural details that describe operations. An implementation description of an object provides the internal details that are required for implementation but are not necessary for invocation.

That is, the designer of the object must provide an implementation description and must therefore create the internal details of the object. However, another designer or implementer who uses the object or other instances of the object requires only the protocol description but not the implementation description. This system is implemented by installing the software on a machine with Windows 2000 environment and connected to a network. The application is run to check if it retrieves the necessary information from remote machines and thereby the application is tested to check for consistency of output and for various kinds of input data. The module concerning the remote access of the server is also implemented in an internet installed environment. The entire desktop control of any server of any network is retrieved enabling to control the entire network in the Internet. The software is implemented by giving the IP Address of the server foreign countries and found to work as intended. The grid resolution facility and the compression level also working in a very perfect manner. It is therefore advised to connect the server in the Internet by IP Address and then control the network which enables the desktop control of the hosts also. The server can be connected in any system provided with an Internet server.

5. SYSTEM MAINTENANCE AND SECURITY

5.1 SYSTEM MAINTENANCE

The definition of software maintenance can be given by describing four activities that are undertaken after the program is released for use. The first maintenance activity occurs since it is unreasonable to assume that software testing will uncover all errors in a large software system. The process of including the diagonals and correction of one or more errors is called corrective maintenance. The second activity that contributes to a definition of maintenance occurs since rapid change is encountered in every aspect of computing. Therefore adaptive maintenance software to properly interface with a changing environment. The third activity involves recommendations for new capabilities, modifications to the existing functions and general enhancements when the software is used. To satisfy requests perceptive maintenance is performed. The fourth maintenance activity occurs when software is changed to improve future maintainability or reliability. This is called preventive maintenance. Maintenance is a very costly operation. Therefore the system should be designed so as to reduce the cost of maintenance in the future as much as possible. Trying to project the needs of the users for several years to come did this. The system is designed such that these changes in code and at minimum cost. The system is also designed to be feasible and adaptable,

so that the maintenance cost in the future can be reduced as much as possible.

5.2 SECURITY

The system can be used only by the administrator. Thus any user with administrator status could use the tool. User authentication is done whenever the user is trying to connect to a remote system. Users are supposed to provide the user name and password. This avoids any unauthorized user to access the remote machines. At the same time when accessing the server, the IP Address along with proper authentication is provided to make sure only authorized users accessing the tool.

6. MODULE DESCRIPTION:

6.1 ADMIN APPLICATION

1. Banker Information

Information's about the bank are maintained here. Information's like Bank Name, Branch Place, IFSC Code, Address and also corresponding commission rate for Demand Draft, Banker's Cheque and RTGS are stored based on branch and bank. This information's are stored through Admin Web Application which is collect to the user application as per selection request from the user.

2. Bankers Image Information's

Bank logo, DD Background Image, Cheque Background Image, Authorization signature images are also collected and stored in the database along with the bank information. The admin application as login authentication for adding the Bank information.

6.2 USER APPLICATION

1. User Verification

To start the user application the user has to insert ATM card. Once the card inserted the user identification is collected from the inserted card like Account Number, Name. From the available Account Number application send a request to the bank to get the balance amount. After this verification only the application allow the user to go further.

2. Account Verification

From the available Account Number application send a request to the bank to get the balance amount. It also verifies the card is a valid one and amount available in the account is affordable to go future and also account activation states are all verified.

3. Connecting to Admin Application

Once the account details are verified the bank information as to be collected. To get the information the user application communicates with the Admin Application to Bank Information's and Bank Image

Information's. The collected information are displayed for the user for their process.

4. DD Process

Once the Demand Draft is selected the user has to provide the following details. Details like Beneficiary Name, Amount, and Bank Branch Name. Collected information's are aligned in a DD format along with the Date, Amount in Words, Bank Information's and Signature Information's. Once the amount is Entered commission is collect from the Admin Application and calculates the amount with the commission.

5. Bankers Cheque Process

Once the Bankers Cheque is selected the user has to provide the following details. Details like Beneficiary Name, Amount, and Bank Branch Name. Collected information's are aligned in a Cheque format along with the Date, Amount in Words, Bank Information's and Signature Information's. Once the amount is Entered commission is collect from the Admin Application and calculates the amount with the commission.

6. RTGS Process

Once the RTGS is selected the user has to provide the following details. Details like Beneficiary Name, Amount, and Bank Branch Name. Collected information's are aligned in a RTGS format along with the Date, Amount in Words, Bank Information's and Signature Information's. Once the amount is Entered commission is collect from the Admin Application and calculates the amount with the commission.

7. User Modification Process

This information's are showed for verification and also an option to edit the details if needed. If any modification needed in Beneficiary Name, Amount can be modified as per the User Expectation.

8. Final Printout Process with Verification

Once the details are verified the user can take the Output of the corresponding details in the selected mode format. The application checks for the Printer were the information are cheque number, account number are some other details are converted to misc ink format.

7. FUTURE ENHANCEMENT:

The application designed for the bank account holder for a particular Bank. In future the application can be enhanced to take DD or Bankers for any one whom as the account in any bank. This can be achieved by extending the bank details commonly as per bank norms. Apart from DD or Bankers Cheque the user can pay their Bill for other resources can be done.

8. CONCLUSION:

The application completed to take a DD in the Bank Holidays also and no need to wait for the DD process inside the Bank. Thus the user process is simplified based on their recruitments.

REFERENCES

BOOKS

1. **Professional C#.NET** - *Wrox Publications*
2. **Software Engineering** - *Roger S Pressman*
3. **Internetworking with TCP/IP** - *Douglas E. Comer*
4. **Network Technology** - *Reudinger R.Ashe*
5. **Computer Networks** - *Andrew S. Tanenbaum*

WEBSITES

1. www.msdn.microsoft.com
2. www.vbcity.com
3. www.vbdotnetheaven.com
4. www.c-sharpcorner.com
5. www.AllAPIs.net