



# MacBank™ ABM



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**Course: SFWR ENG 3K04**

# Outline

- Overview
- SRS
- SRS to High-Level SDS
- High-Level SDS to Low-Level SDS
- Implementation in C#
- DEMO
- Conclusion

# What is Software Engineering?

Application of:

- **Systematic**
- **Disciplined**
- **Quantifiable**
- Approach to the **development, operation** and **maintenance** of software.
- Study of these approaches is software engineering.

# Software Engineering Crisis

- Current state of software technology in dealing with development and maintenance of large and complex software systems.
  - Tackled by:
    - Providing disciplined processes and methodologies to:
      - Design
      - Implement
      - Maintain
- Large software systems.



How the customer explained it



How the Project Leader understood it



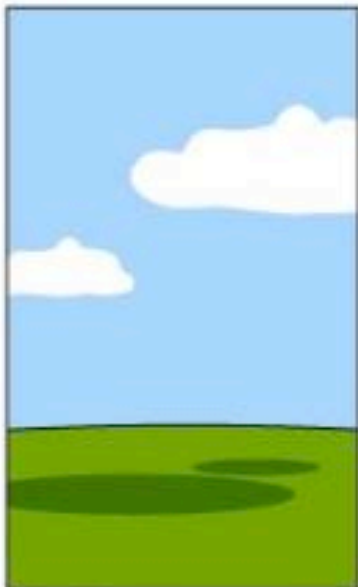
How the Analyst designed it



How the Programmer wrote it



How the Business Consultant described it



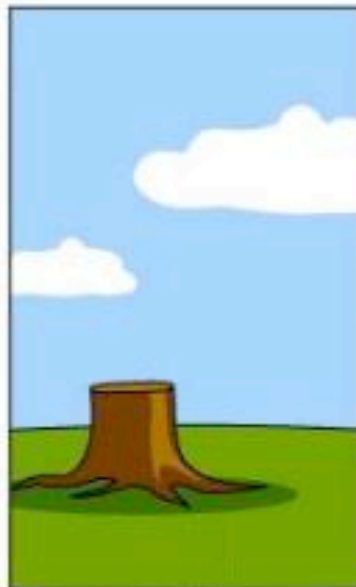
How the project was documented



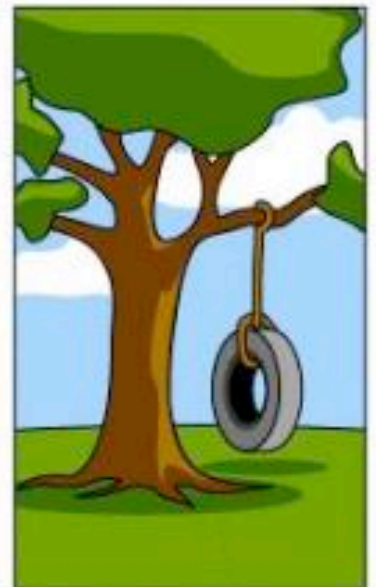
What operations installed



How the customer was billed



How it was supported



What the customer really needed

# Software Engineering Project

- Consists of computer programs and associated documentation, which includes:
  - SRS
  - SDS
  - Technical Manual
  - User Manual
  - Source
  - Binary Files
  - Build Files
  - Version



# Why is it important?

Software engineering has had a major contribution in the development of the modern world. Software engineering is used in a variety of industries and applications:

- Process automation:



# Why is it important?

- Equipment control
- Scientific problems



- Entertainment industry
- Education and office management



# Software Life Cycle Models

- Waterfall Model
- Extensive Programming
- Throwaway Prototyping Model
- Spiral Model
- Evolutionary Prototyping Model
- OSS Development Model

**Requirements  
Analysis and  
Specification**

**Design And  
Specification**

**Coding And  
Module Testing**

**Integration And  
System Testing**

**Delivery And  
Maintenance**

# Requirements Analysis and Specifications

- After precise costs and benefits of the software have been defined.
- Requirements are in end user terms.
- Helps to make user manuals and system test plans.

# Requirements and Specifications(ABM)

- 15 min interview with TA posing as MacBank representative.
- RFP provided
- Included basic banking requirements.
- Staff requirements.

# SRS Benefits

- SRS is the initial step in the software life cycle.
- SRS should contain everything there is to know about the system.
- Focuses on the “what” not the “how”
- It allows easy communication between individuals.



# SRS and Quality



"The hardest single part of building a software system is deciding precisely what to build" (Frederick Brooks)

**The Software Requirement Specification is an important step in providing a high quality software solution.**



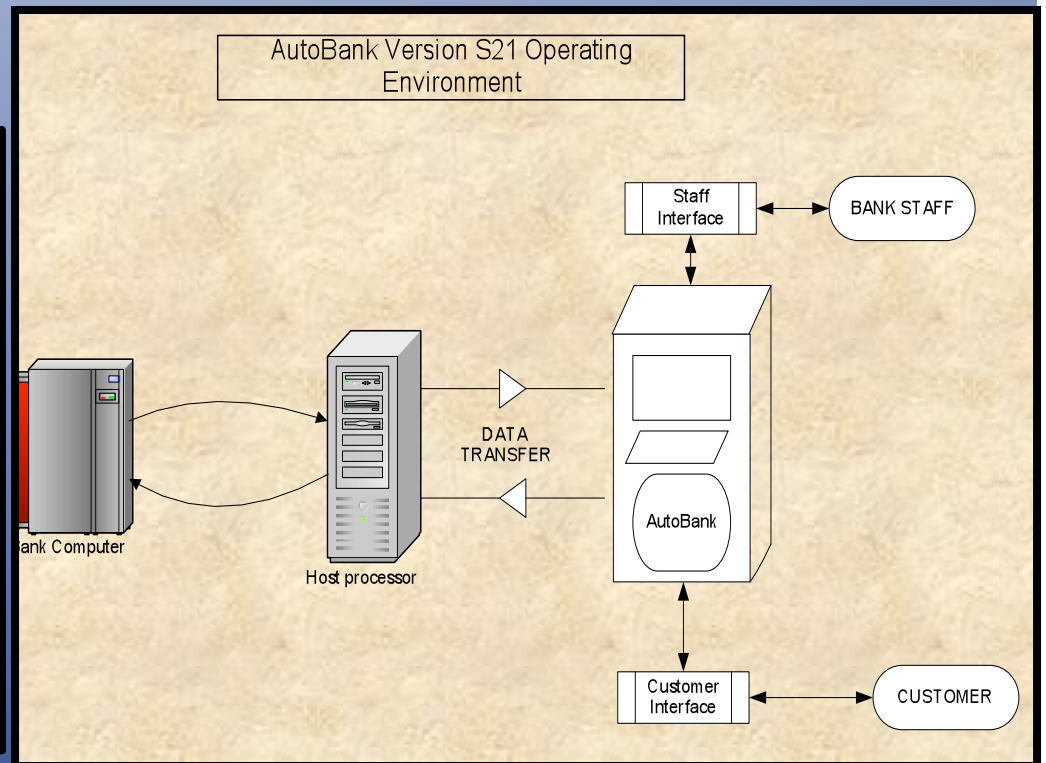
# Features of SRS

- Complete document specifying the goals of the system.
- Clearly defined what qualities the application must exhibit.
- Identified all stakeholders and defined the operating environment.
- Did NOT include how the solution was to be implemented.

# SRS Environment

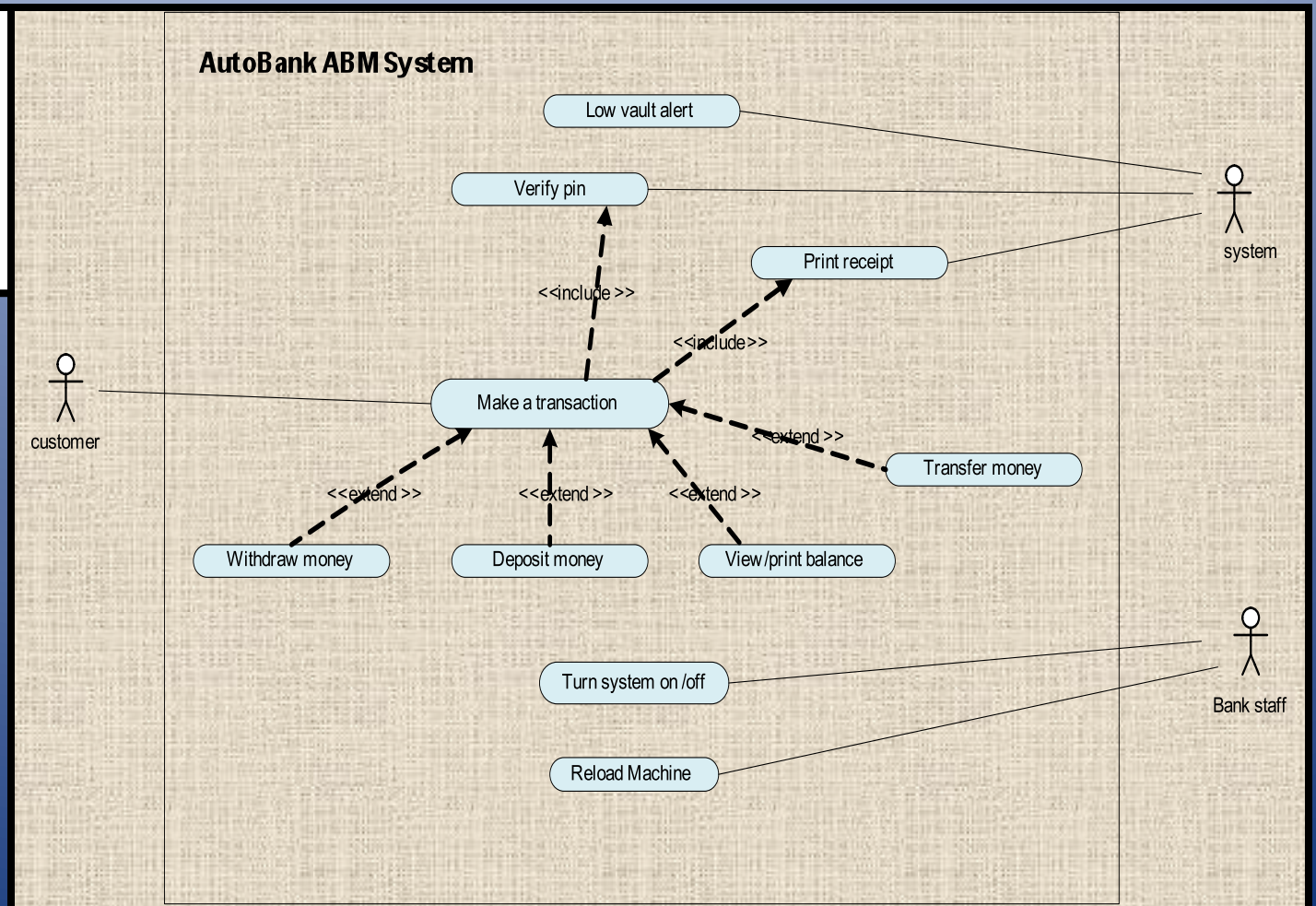
From the RFP :

- Able to understand the operating environment.
- Translated requirements to Specifications document (SRS)



# USE Case Diagram

Use Case diagram was used to specify the actors and actions in the system



# Design and Specification

- 2 Sub-phases:
  - Architectural or High Level Design
  - Detailed or Low Level Design
- High Level: deals with overall module structure and organization
- Low Level: high level is then refined by
  - Designing each module in detail.
  - Solving individual problems

# Design and Specification (ABM)

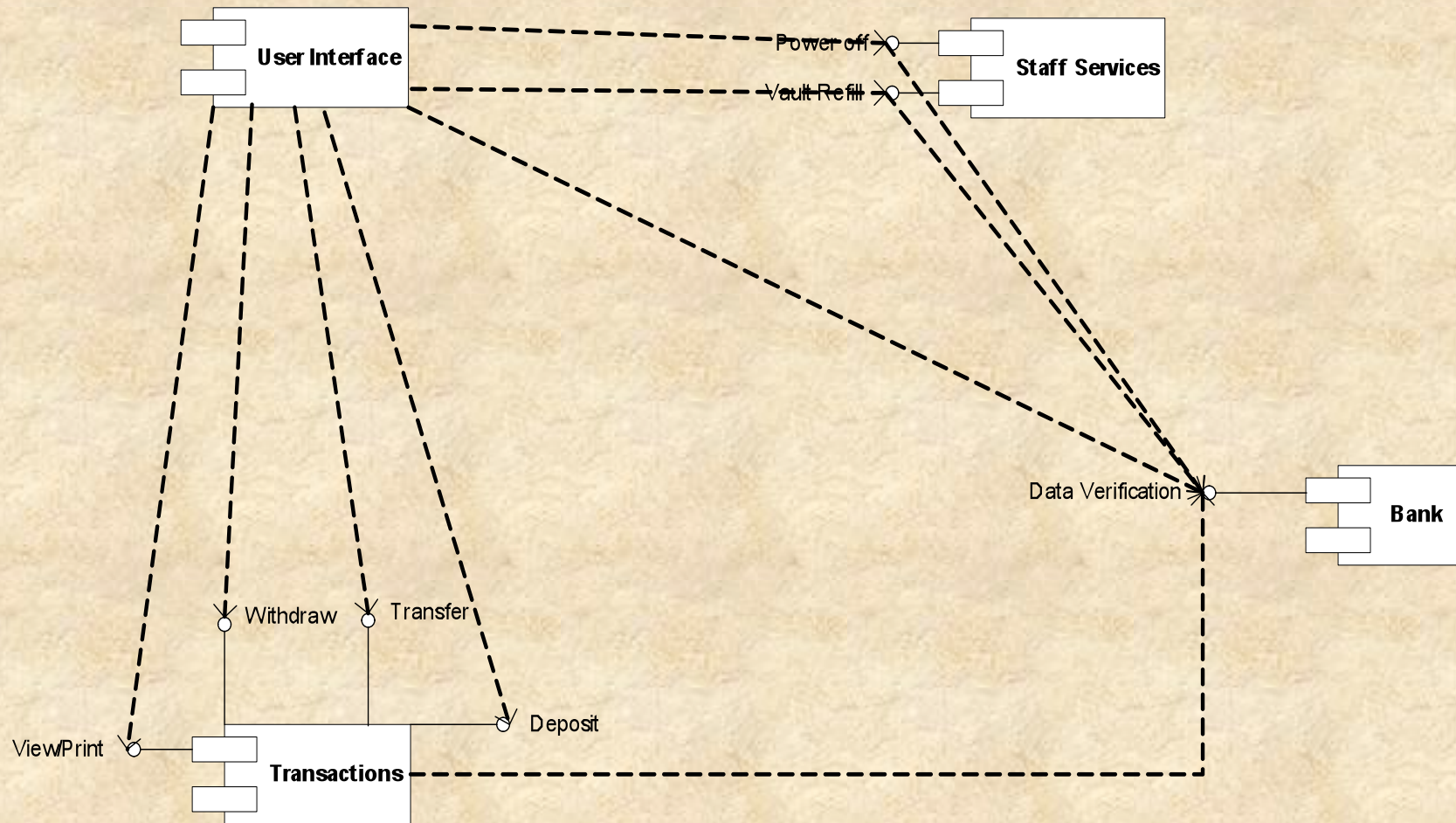
- High Level
  - Component Diagrams
  - State Diagram
- Low Level
  - Detailed Modules: Functions performed by each module.
  - Individual State Diagrams for each module.

# Making of High-Level SDS

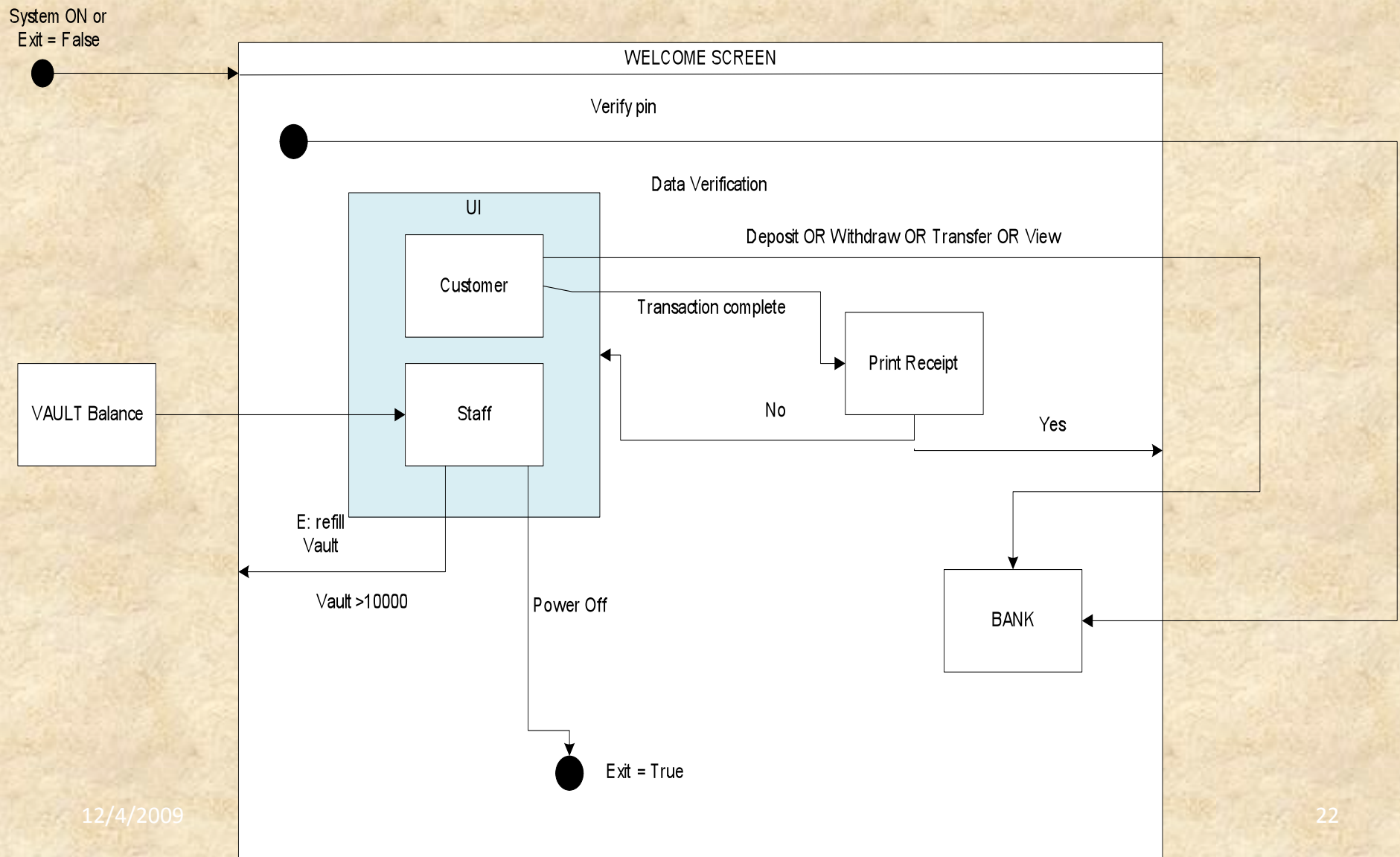
- The SRS required the system to interact with two types of users:
  - Staff
  - Customers
- The staff user should be able to perform the following operation:
  - Starting and stopping ABM services.
  - Refill the vault when it is low.
- The customer should be able to perform the following operations:
  - Withdraw money
  - View Balance
  - Transfer Money within accounts.
  - Deposit money
- Also, Bank should perform the following main functions:
  - Verify card and PIN number



## Component Diagram for ABM



# State Chart Diagram



# High-Level to Low-Level SDS

- Listed activities and entities
- Split up similar activities (functionalities)
- High Cohesion, Low Coupling
- Address functions and respective variables
- Classes
- Real life modularity

# Code and Module Testing

- Actual code is produced.
- Individual modules are tested
- ABM Implementation:
  - Bank
  - Transactions
  - User Interface



# Integration and System Testing

- Individually tested modules put together.
- ABM implementation



# Delivery and Maintenance

- Most important part of designing a software system
- Delivered to the customer after all the tests are passed.
- Modifications come under maintenance.
- ABM Implementation – out of the scope of the course

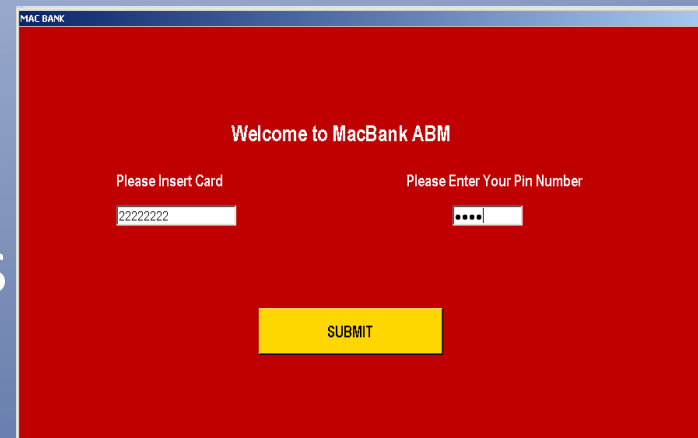




# ABM Implementation

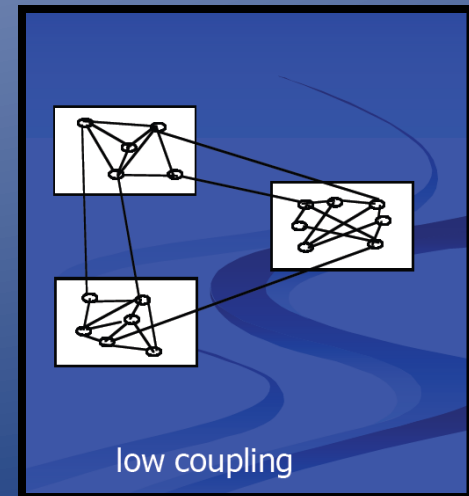
# User Interface

- Visual Studio (C#)
- GUI vs. Command Line
- Calling on different classes
  - Forms
  - Limited access to information
- User Functions



# Transactions Class

- **Basic Functions:** Deposit, Withdraw, Transfer, Balance Inquiry.
- **Supporting functions:** Account Initiailazer, Get Balance, Set Balance.
- **Modularized format.**
- **High cohesion Low coupling between classes.**



# Bank Class

- Functions included:
  - verify\_pin
  - verify\_card
  - Get\_Balance
  - Set\_Balance
  - Get\_Deposit
  - Set\_deposit
  - Vault\_amount
- GemBox Application



# DEMO

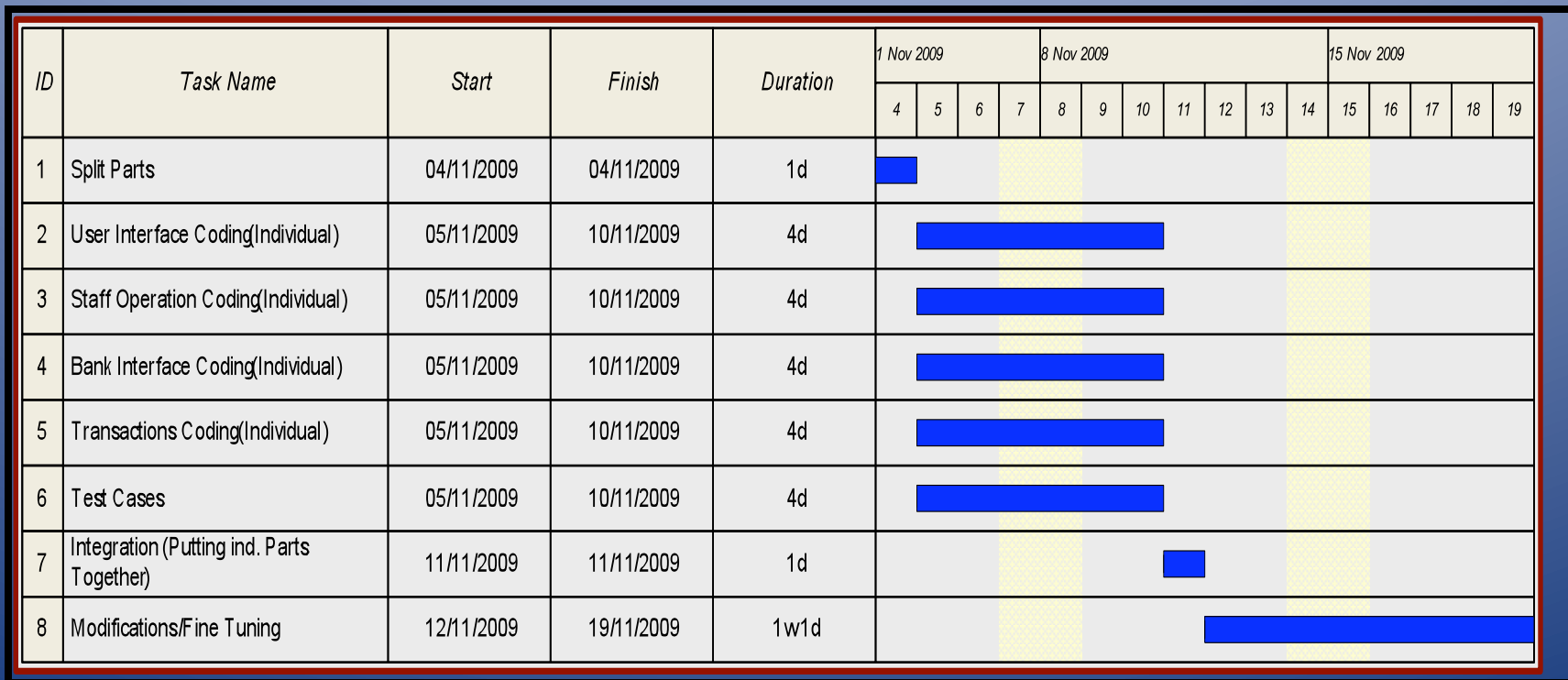
# Team Work

- Efficient division of Tasks.
- Weekly meetings to plan next step and follow up on progress
- Dedicated/Passionate team members
- Organizational Tools : GANTT Chart.





# Organizational Tools: GANTT Chart



# Gains from the course

- New perception of software design (not just coding).
- Transformed **basic requirements** into a **software product**.
- How to manage projects
- Most practical course ever taken; saw material in action.

Requirements



# Time Breakdown

Activity	Time (hours)
SRS	5
SDS High level	10
SDS low Level	10
Coding	30
Debugging	10
Other	5
Total	70

# Comments and Suggestions

- More parallelism between lectures and labs.
- More time for implementation.
- **Overall great learning experience!**



**Thank You!**

**Questions?**

## Welcome to MacBank ABM

Please Insert Card

Please Enter Your Pin Number

SUBMIT

Please Select a Transaction

Withdraw

Deposit

View Balance

Transfer

Log Out



Please Enter Deposit Amount

SUBMIT

Clear

Please Select the Account

Checking

Savings

Credit

Cash or Check?

Cash

Check

Log Out

CANCEL

Form3

Please Select The Amount You Would Like to Withdraw

\$20

40

\$100

\$40

\$200

\$60

OR Input # of \$20 Bills

\$300

\$80

2

\$400

SUBMIT

Clear

Cancel

Please Select the Account

Checking

Savings

Credit

1

Form6

Please Enter Transfer Amount

100

Please Select Out Going Account

Checking

0

Savings

Credit

Please Select Receiving Account

Checking

0

Savings

Credit

SUBMIT

Clear All

Cancel

Invalid Account Selection, Please Select Different Accounts

OK

Your Balance Is:

6238

Please Select Which Account You Would Like to View Balance of

Checking

Savings

Credit

Log Out

Cancel

**Receipt** X

24/11/2009 9:02:47 PM

Type of Transaction: Deposit

Type of Account: Checking

Amount Deposited: \$100.00

Your Balance is: \$6338

OK