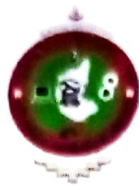


**VISVESVARAYA TECHNOLOGICAL UNIVERSITY,
BELAGAVI - 590 018**



Mini Project Report

On

“E- BANKING APP”

**A report submitted in partial fulfillment of the requirements for
MOBILE APPLICATION DEVELOPMENT LABORATORY (18AIMP67)
in
ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING**

Submitted by

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2021 – 2022

ALVA'S INSTITUTE OF ENGINEERING AND TECHNOLOGY

MIJAR, MOODBIDRI D.K. -574225

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DEPARTMENT OF ARTIFICIAL INTELLIGENCE & MACHINE LEARNING

CERTIFICATE

This is to certify that the Mini Project entitled “ **E BANKING APP**” has been successfully completed by

DAKSH	4AL20AI011
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in the partial fulfillment for the award of Degree of Bachelor of Engineering in Artificial intelligence and machine learning and Engineering of the Visvesvaraya Technological University, Belagavi during the year 2022-2023. It is certified that all corrections/suggestions indicated have been incorporated in thereport. The Mini project report has been approved as it satisfies the academic requirements in respect of Mini Project Work prescribed for the award of Bachelor of Engineering Degree.


Mr. SRIKANTH N G
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Signature with Date


14/11/23

14/11/23

1.1 INTRODUCTION ABOUT E-BANKING APP

A Banking app made for Android using Android Studio. No real money is involved, it is a project to showcase my knowledge and practical skill in Android development with Java. The Application was developed using a MVC approach, using proper programming conventions, including documentation, error/exception handling, through program structure and memory efficiency. The app starts out with a login screen, in which the user can either log in with an existing profile, or click a button and create a new profile. When signed in, the user will be brought to their dashboard page, which (when first creating a profile), will prompt them to make their first account. Additionally, there is a menu that slides from the left which includes all of the options for the app, including Dashboard, Account Overview (and subsequently Transactions), Deposits, Payments, Transfers, Profile Settings and Logout.

1.2 INTRODUCTION ABOUT ANDROID

Android is a Linux-based mobile operating system which was developed by Google. It was aimed to be designed primarily for touch screen devices such as smart phones and tablets. The initial version of Android was released on September 23, 2008, while the latest release was on August 6, 2018, while I write this introduction to android post. It is called Android —9 Piel. Android Studio can be installed on Windows operating systems, OSX and Linux and is recommended by Google itself that the hardware must have at least 4 GB of memory and 1GB of free hard disk space, but we recommend that you have more memory because it was noted that Android Studio is still a little slow. You must have Java installed on the machine via the JDK (JavaDevelopment Kit), not the JRE, as it is usually installed, once to develop on Android is necessary for all Java development classes to be present on the machine.