



MONEY EXCHANGE USING ANDROID APPLICATION

Prashanth.H.S¹, Narsingh Kumar Chauhan², Monica.M³

¹ Professor, ^{2,3} Student

^{1,2,3}Department of Computer Science and Engineering

^{1,2,3} K.S. Institute Of Technology, Bengaluru-560062, Karnataka, India

Abstract: As India is being digitalized, the usage of cash is becoming less. This paper gives a brief outline of the Money Exchange Using Android Application. As we all know there are various banking applications for transferring money, but these online transactions are not accepted everywhere so it is tough to get cash in the surroundings by transferring money to the other person or during the unavailability of atm's. Here we give the solution by creating an application in which the user can make a request for the cash through the application and the nearest application user can lend cash on request .we are implementing the android application with google API to find the nearest person who can lend cash.

Index Terms –Digitalized, Android, Cash.

1. INTRODUCTION

India is one of the largest and fastest-growing markets for digital consumers, but adoption is uneven among businesses. As digital capabilities improve and connectivity becomes omnipresent, technology is poised to quickly and radically change nearly every sector of India's economy. We are developing an android application that will act as a bridge between online and offline transactions. We come across a problem where some shops don't have access to digital payment method. Even though there are many banking applications that serve digital payments, but there is no application that acts as a bridge between online and offline transactions. As a solution to this problem we are developing an android application which helps to overcome this problem.

2. LITERATURE SURVEY

Generally, when there is a cash requirement people go to the nearest ATM's or Banks. But during the unavailability of ATM's or Banks the problem for availability of cash arises.

The existing method has only online payments using QR codes, UPI numbers. These cash transactions can be done by transferring cash through Paytm, GooglePay or any other medium , by meeting people through our application .The suggested technique is beneficial when the transactions are done by meeting people near to you , who can lend cash on online payment.

3. PROPOSED METHODOLOGY

We planned to design our application which securely performs the assigned tasks. This proposed approach is to implement modern technologies of payments by finding the location of the nearest person to you and exchanging money with each other (from online payment to cash). This system is developed with the location tracking of users with proximity alert system using various tools and technologies like JASON, JAVA, LAMP, AVD etc.

3. RESULTS

In this framework we are collecting details of group of people and trying to perform each task like Login, Receive, Authenticate and storing the details in the database for further security issues. At that point discuss problems anticipating will be conjured and result appeared to the client.

4. CONCLUSION

In this paper, we studied how to develop an android application from the scratch and designed each page step by step, like login, finding a user near by through google API and by storing the values in database for further use. After entering the details the result is shown.

5. ACKNOWLEDGMENT

The successful project execution would have not been possible without the people who made it possible and whose constant guidance crowned our effort with success. We take this opportunity to express our sincere gratitude to Management K S Institute of Technology, Bengaluru. We would like to express our gratitude to Dr. K.V.A. Balaji C.E.O. K.S. Institute of Technology, Bengaluru, for facilitating us to build and present the project. We would like to extend our gratitude to Dr.T.V.Govindaraju, Principal/Director, K.S. Institute of Technology, Bengaluru, affiliated by VTU for providing opportunity to publish this paper. We thank Dr. Rekha.B.Venkatapur, Professor and Head, Department of Computer Science and Engineering, K.S. Institute of Technology, Bengaluru, for her encouragement.

We would also like to thank, Mr. K. Venkata Rao, Associate Professor, Department of Computer Science and Engineering, K.S. Institute of Technology, Bengaluru, for his constant guidance and inputs.

We wholeheartedly thank our project mentor Mr. Prashanth.H.S, Assistant Prof., Department of Computer Science and Engineering, K.S. Institute of Technology, Bengaluru, for his support and guidance.

Finally, we would like to thank all the teaching and non-teaching staff of the college for their cooperation. Moreover, I thank all my family and friends for their invaluable support and cooperation.

6. REFERENCES

- [1] <http://www8.garmin.com/aboutGPS/>
- [2] http://www.wild-heerbrugg.com/gps_timeline.htm
- [3] <http://inventors.about.com/od/gstartinventions/a/gps.htm>
- [4] <http://spectrum.library.concordia.ca/>
- [5] <http://www.collectionscanada.gc.ca/>
- [6] <https://play.google.com/store/apps/details?id=com.androidtips.android.tips&hl=en>
- [7] <http://en.wikipedia.org/wiki/Multilateralism>
- [8] <http://docs.oracle.com/javase/tutorial/getStarted/intro/definition.html>
- [9] <http://developer.android.com/tools/devices/index.html>
- [10] <http://jumpstartcto.com/glossary/lamp/>