

CHAPTER I INTRODUCTION

I.1 Background

Information has played important role for man's activity. By getting information, people can learn something. In the past, spreading information was done man to man. Then it changed by using papers. Nowadays, we can get information easily by radio or television.

With high technology development, especially information technology has made people find a way that gets information they need regardless of time and space. Finally, people invented internet. Internet has made spreading information become very easy and fast without time and space boundary.

The internet also affects banking industry. Account holders from all other part of the world demand a more efficient way of doing their business anytime, anywhere. In order to fulfill the demand, banking industry try to deliver their service for account holder satisfaction by developing a system that is able to accommodate the demand.

To provide such convenience for account holder, this project will develop software that helps the customers to do transactions and get their information about their account. This project uses JSP (Java Server Pages) as the interface, servlet as business logic, and Oracle 9i as the database management system (DBMS).

I.2 Problem Definition

The problems described in several sentences:

1. How to build a web based transaction service of banking industry that eases customers doing their transactions and getting account information?
2. How to implement JSP (Java Server Pages) and servlet technology using Java?

I.3 Problems Scope

1. This software uses JSP (Java Server Pages) as the interface, servlet as business logic, and Oracle 9i as the database server.
2. This software is used only for registered users. There is an authentication process to limit unregistered users that do not have right to use the software.
3. This software is only for serving banking transactions such as displaying account information, transferring between customer accounts, credit card, electricity, and cell phone payment.
4. This software is web-based software that operates on internet network.
5. This application does not have data encryption for security system.

I.4 Purpose

1. To realize one kind of software development method based on component in order to serve customers about banking information.
2. To help customers doing their transactions regardless of space and time.

1.5 Methodology

The methodologies used for this final project are:

1. Reference study, by reading some books, references, and web pages related to this final project.
2. Observation, by studying similar applications and programs.
3. Software development, starting with system analysis, system design, system implementation, and then system testing.

1.6 Writing Systematic

The systematic of this final project are:

1. Section I Introduction
Consists of background, problems, purpose of the development project, problem's limitation, writing's methodology that will be used, and the last is writing systematic.
2. Section II Software Development Theory
Provides the theories that become the fundamental for software development, which are Database Management Systems (DBMS), JSP (Java Server Pages) and Java programming.
3. Section III System Analysis and Design
Consists of analysis and design for software development.
4. Section IV System Implementation and Testing
Describes software implementation and testing results.
5. Section V Conclusions and Recommendations
Describes conclusions and recommendations of the application.