

CRYPTO BASED WEB APPLICATION USING FULL STACK TECHNOLOGIES

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Abstract For most of history, humans have used commodity currency. Fiat currency is a more recent development, first used around 1000 years ago, and today it is the dominant form of money. But this may not be the end of monetary history. Cryptocurrency is neither commodity money nor fiat money – it is a new, experimental kind of money. The cryptocurrency experiment may or may not ultimately succeed, but it offers a

New mix of technical and monetary characteristics that raise different economic questions than other kinds of currency.

This article explains what cryptocurrency is and begins to answer the new questions that it raises. To understand why cryptocurrency has the characteristics it has, it is important to understand the problem that is being solved. For this reason, we start with the problems that have plagued digital cash in the past and the technical advance that makes cryptocurrency possible. Once this foundation is laid, we discuss the unique economic questions that the solution raises. Anonymity; Bitcoin; Byzantine Generals Problem; censorship resistance; cryptocurrency; cryptography; double spending problem; exchange rate indeterminacy; mining pools; money; new monetary economics; open source;

Peer-to-peer networking; proof of work; pseudonymity; trust; volatility

1. INTRODUCTION

- I. The exchanges can send cryptocurrency to a user's personal cryptocurrency wallet. Some can convert digital currency balances into anonymous prepaid cards which can be used to withdraw funds from ATMs worldwide while other digital currencies are backed by real-world commodities such as gold.
- II. The creators of digital currencies are often independent of the digital currency exchange that facilitate trading in the currency. In one type of system, digital currency providers (DCP) are

businesses that keep and administer accounts for their customers, but generally do not issue digital currency to those customers directly. Customers buy or sell digital currency from digital currency exchanges, who transfer the digital currency into or out of the customer's DCP account. Some exchanges are subsidiaries of DCP, but many are legally independent businesses. The denomination of funds kept in DCP accounts may be of a real or fictitious currency.

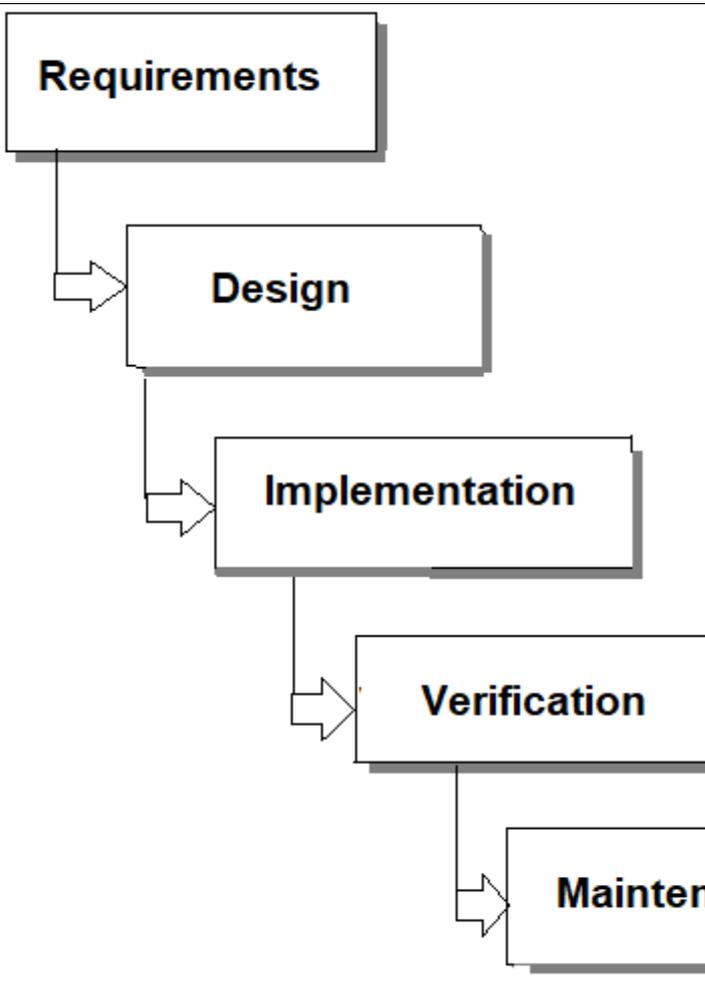
- III. A digital currency exchange can be a brick-and-mortar business or a strictly online business. As a brick-and-mortar business, it exchanges traditional payment methods and digital currencies. As an online business, it exchanges electronically transferred money and digital currencies.
- IV. Often, the digital currency exchanges operate outside the Western countries to avoid regulation and prosecution. However, they do handle Western fiat currencies and maintain bank accounts in several countries to facilitate deposits in various national currencies.

2. Body of Paper

The model of this application software uses the waterfall model, by systematic as the following: (1) Requirements, (2) Design, (3) Implementation, (4) Verification, (5) Maintenance.

In developing this Augmented Reality applications, we use the Waterfall Model development method. This model is a systematic approach and sequence starting from the system of level requirements and then headed to the stage of analysis, design, coding, testing/ verification, and maintenance. It is called waterfall because it consists of stage by stage sequence

through which must wait for the completion of the previous stage in order to start the next stage.



Below is an explanation of the steps taken in the waterfall mode

Requirements

- In this stage, the search process is intensified and focused on the needs of the software. To know the nature of the program to be made, the software engineer must understand the information domain of the software, for example, the functions needed, user interface, etc. This 2 activity (search the system requirements and software) must be documented and presented to the customer.

▪ Design

- This stage process is used to change the above necessities as a representation in the form of "blueprint" software before the coding begins. The

design must be able to implement the requirements mentioned in the previous stage. Like the two previous activity, this process must also be documented as the configuration of the software.

▪ Implementation

- To be understood by the machine, in this case a computer, the design had to be transformed into a form that can be understood by machines, i.e. into the programming language through the coding process. This stage is the implementation of the technical design phase which will be done by the programmer

▪ Verification

- As anything made must be tested first. Likewise with software. All software functions must be tested, so that the software is free from error, and results should be strictly in accordance with the needs that have been defined previously.

○ Maintainence

A software maintenance is required, including the development, because the software that being made are not always just like that. When it runs, it may still have some small errors that are not found before, or if there is the rise of the needs of an additional features that did not exist in the software before.

3.

3. CONCLUSIONS

We have seccessfully designed application of crypto exchange with neat knowledge and hardwork and mistkakes.

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