


Case Study | Custom Application



Rich Client Application for Interactive Trading

About Client

A leading trading company specializing in the research and development of technologies with expertise in the delivery of Real-time trading systems and Straight through processing applications to support Tradition group of Companies in its core businesses.

Technology Used

Java, Java Swing, Java Servlets, FIX Protocol, SQL Server, and Jetty

Business Benefits

Traders and Brokers could view the global market and perform interactive trading in real time.

Business Challenges

- Dealers and Brokers need a single global interface to access multiple platforms (LDC NY, LDC London, Asia CDS, Latem Mexico, Chile, Colombia) at the same time
- The application should provide rich client interface for the users to view the global market and perform interactive trading
- The product should be accessed through voice, electronic, and selling keyboard

Solution Provided

- Designed and Developed Rich Client Application for Traders and Brokers to view the global market and perform interactive trading
- Supported products: Fixed Income, Credit, Derivatives, Money Market, Options, Debts (Corporate and Government), Swaps (Interest Rate), Repos, FX (Options, Outright), Commodities, Energy, Equities, Weather, etc.
- Supported protocols: SEBA protocol, FIX protocol, etc.
- Provided single (sign on) global interface to access multiple platforms (LDC NY, LDC London, Asia CDS, Latem Mexico, Chile, Colombia) at the same time by the client users
- Deployed the applications in North America, South America, Europe, and Asia
- Supported proxy-friendly deployment for the external entities with the minimal/negligible support of IT Team
- Supported Portfolio, live market, market view mapper (template design for users to view the specific line numbers), historical data, graphs, order book, market news, and scrolling ticker
- Provided Notification alerts through configurable window and sound notifications
- Supported auto reconnection with servers and forced (manual) reconnection with server
- Supported Communication Protocols: Secure Socket, Non-Secured Socket, and HTTP

