**iBudget**

**Software Design**

**Document**

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| --- | --- | --- | --- | --- |
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**Revision History**

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Author** | **Version** | **Reason** |
| 3/13/12 | V.Velev | 1.0 | First Draft |
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# Introduction

## Purpose

This document describes the design of the *iBudget* personal finance software.

## Scope

This design is intended for the initial version of *iBudget*. It is intended as the basis for other versions of the software in the future.

## Definitions, acronyms and abbreviations

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[1] Role-playing video game SDD

[2] *Encounter* video game SDD

[3] IEEE Std 1016-1998 IEEE Recommended Practice for Software Design Descriptions

# System Architecture

## Architecture design

(MVC diagram/overview description)

## Design pattern

## Factory

## Singleton

## More???

# Data diagram

## Data description

( describe how data is stored, processed, and organized)

( schema )

## Data dictionary

(functions and parameters)

(source obj.)

# Human interface design

## Registration

## Overview

## Screenshot

## State diagram

## Login

## Overview

## Screenshot

## State diagram

## Process CSV

## Overview

## Screenshot

## State diagram

## Contact

## Overview

## Screenshot

## State diagram

## Forgot password

## Overview

## Screenshot

## State diagram

## Dashboard

## Overview

## Screenshot

## State diagram

## Custom mapping

## Overview

## Screenshot

## State diagram