Money Hub

Modest Software Engineering Project

Software Design Documentation

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# Revision Summary

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| --- | --- | --- | --- | --- |
| Version | Name | Description of Change | | Date |
| 1.0 | Sam Dressler | -Document structure and initial layout  -Initial complete draft of section 1. Introduction  -Initial complete draft of section 3. Architectural Strategies  -initial complete draft of section 5. Policies and Tactics | 4/29/2020 | |
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# 1. Introduction

## 1.1 Document purpose

This document contains the detailed design of the Money Hub system. The design will cover the user interface, the backend server, and the SQL database. Furthermore, the document will cover limitations that affect the development of the system. System architecture, policies, developmental strategies, and preliminary talk of testing will also be included. For a general overlook of the document, consult the table of contents found at the top of this report.

## 1.2 product scope

Money Hub was launched with the ideal in mind of simplifying how people manage their finances independently. The primary goal of creating Money Hub is to give users access to a simple and easy to use application that enables tracking of expenses and savings so that they can be prepared for any of the financial challenges that present themselves in real life.

Money Hub will provide the user with access to a variety of their accounts in one place. Users will be able to view and track a variety of different accounts ranging from savings to previously taken loans.

Where Money Hub goes beyond your typical personal finance application is its access to showing the user their investment portfolios being used in online investment firms. On top of that, one of our goals in creating the system is too be able to see what debts the user has in car, student, and other various loans.

Money Hub will create a comprehensive summary of this information that is visible all in one place. The project team believes that allowing users to see all this is the first step in increasing the financial intelligence of the general American population.

## 1.3 Intended Audience

Software design documentation is primarily written with the purpose of allowing developers, system architects, and software testers a place to go when they have questions regarding specific areas of the software.

In addition to developers, the design documentation will also serve the purpose of giving the customer a view of how the product being developed. Referred to as the customer in the previous sentence, Dr. Hassan Reza, will be the primary evaluator of the system and this document will contain the necessary information to understand how the application will be structured.

# 2. Design Considerations

## 2.1 Assumptions and Dependencies

## 2.2 General Constraints

## 2.4 Development Methods

# 3 Architectural Strategies

## 3.1 Programming Languages

The Money Hub System Architecture is currently being developed as an all in one desktop application. Production versions of the system will allow for downloads and installation off an external site. The prototype of the system being discussed in this report will consist of three main components. Each of these components will be implemented using unique programming languages.

The first component is how the users will interact with the system. This part of the architecture will be discussed further in section 3.4 of the system design documentation. The language chosen to implement this will be C#. The reason for this decision was the tools that are available through Microsoft Visual Studio.

The second component, the server, will act as the conduit for which both the user interface and the database will communicate. Java has options that make it a prime candidate because capabilities that allow for relatively easy communication between components.

The final component of the architecture is the database. The Structured Query Language, otherwise known as SQL, was chosen in order to maintain the relative information for the system. Since Money Hub is a query-based system, SQL makes sense to the development team to use for this.

## 3.2 Component Reuse

The current design for the system does not make use of any existing external components. The system will however offer means for the system to reuse internal data structures and functions.

## 3.3 Further Work

The System architecture will eventually need to include means in which it can query information from partner banks and firms off the internet. This web API is not currently in development because of the cooperation needed from these third parties. Additionally, the system would be developed for mobile and web use in order to increase the access of the system to clients.

## 3.4 User Interface

The Money Hub user interface is designed with ease of access of user information in mind. Since the application is currently being designed for windows applications, there is a lot of flexibility with how we organize and size the display. A careful balance of how much information is available on one page and application size is needed in order to make sure that the user has an enjoyable experience while using the system.

## 3.5 Software Interface

Software interfaces are basically how the user client, accessed through the user interface, will communicate and query the database. Requests from the user will be coded and sent via a server connection that contain the request in json or xml format.

## 3.6 Error Detection and Recovery

From the current point of development, many errors will not be discovered until product testing begins. Testing and error detection will be discussed further in future documents. The current design phase is being completed with initial proof of concept of interaction for the system components as its primary focus.

# 4 Software Architecture

## 4.1 System Architecture

## 4.2 System Decomposition

# 5 Policies and Tactics

## 5.1 Coding Guidelines and Conventions

## 5.2 Plans for Testing Product

## 5.3 Maintaining Product

## 5.4 Organization of Source Code

## 5.6 Generating System Deliverables

# 6 Detailed System Design

## 6.1 Classification

## 6.2 Definition

## 6.3 Responsibilities

## 6.4 Constraints

## 6.5 Compositions

## 6.6 Uses and Interactions

## 6.7 Resources

## 6.8 Processing

## 6.9 Interface and Export

## 6.10 Detailed Subsystem Design