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Living SRS Documentation

**1. Introduction**

           1.1 Purpose

-The purpose of my software is to create a program that will act as a bank for income and expenses. I plan to use this to be a teaching aid within my family so my children can understand budgeting for wants, as well as learning the concept of money and what things should (roughly) cost.

           1.2 Intended Audience

-My children are my intended audience, though this could be used in any family, or even other educational environments.

           1.3 Intended Use

-Teach my children budgeting and money value.

           1.4 Product Scope

-C++ bank program

-Create a GUI interface with touchscreen capabilities utilizing the QT5 GUI.

-Assemble Raspberry Pi 4 in hardware enclosure with 7” touchscreen, and then mount operating system on the Pi and transfer program to work on this platform.

           1.5 Definitions and Acronyms

-GUI- Graphical Unit Interface

**2. Overall Description**

           2.1 User Needs

-Admin access to control the deposit of “money”

-User account creation and login, with saving of information to text file

-Credit and debit to accounts based off of “purchases” and income for “work” completed.

           2.2 Assumptions and Dependencies

-Undefined at this time.

-Assume that C++ program will be able to be converted and run on Pi hardware.

**3. System Features and Requirements**

            3.1 Functional Requirements

-Working bank program

-Working Pi system

            3.2 External Interface Requirements

-7” touchscreen as interface for whole project (no mouse and keyboard needed after initialization of system)

            3.3 System Features

-Basic screen to touch buttons that perform the various functions within the program

-Scaleable and have the ability to add selections later on after initial development

            3.4 Nonfunctional Requirements

-Undefined at this time

\*CHANGELOG\*

1. removed stretch goal for timer due to complexity of code/hardware interface in time constraint

2. Credit system may be modified due to not wanting to have balance below zero, to keep in line with my overall goals of budgeting.

3. Designing of UI being worked on, need to finish connecting UI controls to .h and .cpp functions.

4. Simplified some UI controls as my kids (end users) didn’t know what they did and wanted easier buttons.

5. Working to get all .ui files completed, which should hopefully solve the problem in my main.cpp that is red lining my include commands for my .h files for other windows.