Chris Cane

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 (Timer portion to be added if time allows – stretch goal)

-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