Software Requirements Specification
Plutos: Smart Budgeting Expense Tracker

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Contents

Revision History

Date	Version	Notes
10/07/2024	1.0	Added in the following sections to the SRS: Reference Materials (1), NFRs (5.2), Likely Changes (6), Unlikely Changes (7), Development Plan (9), Auxiliary Constraints (10)
Date 2	1.1	Notes

[This template is intended for use by CAS 741. For CAS 741 the template should be used exactly as given, except the Reflection Appendix can be deleted. For the capstone course it is a source of ideas, but shouldn't be followed exactly. The exception is the reflection appendix. All capstone SRS documents should have a refelection appendix. —TPLT]

1 Reference Material

This section records information for easy reference.

1.1 Table of Units

N/A; units are not used in this SRS.

1.2 Table of Symbols

N/A; symbols are not used in this SRS.

1.3 Abbreviations and Acronyms

symbol	description
NLP	Natural Language Processing
OCR	Optical Character Recognition
JWT	JSON Web Token
AI	Artificial Intelligence
ML	Machine Learning
LC	Likely Change
ULC	Unlikely Change
SRS	Software Requirements Specification
TM	Theoretical Model
Plutos	[put an expanded version of your program name here (as appropriate) —TPLT]

1.4 Mathematical Notation

N/A; mathematical notation is not used in this SRS.

[This SRS template is based on Smith and Lai (2005); Smith et al. (2007); Smith and Koothoor (2016). It will get you started. You should not modify the section headings, without first discussing the change with the course instructor. Modification means you are not following the template, which loses some of the advantage of a template, especially standardization. Although the bits shown below do not include type information, you may need to add this information for your problem. If you are unsure, please can ask the instructor. —TPLT]

[Feel free to change the appearance of the report by modifying the LaTeX commands. —TPLT]

[This template document assumes that a single program is being documented. If you are documenting a family of models, you should start with a commonality analysis. A separate template is provided for this. For program families you should look at Smith (2006); Smith et al. (2017). Single family member programs are often programs based on a single physical model. General purpose tools are usually documented as a family. Families of physical models also come up. —TPLT]

[The SRS is not generally written, or read, sequentially. The SRS is a reference document. It is generally read in an ad hoc order, as the need arises. For writing an SRS, and for reading one for the first time, the suggested order of sections is:

- Goal Statement
- Instance Models
- Requirements
- Introduction
- Specific System Description

—TPLT]

[Guiding principles for the SRS document:

- Do not repeat the same information at the same abstraction level. If information is repeated, the repetition should be at a different abstraction level. For instance, there will be overlap between the scope section and the assumptions, but the scope section will not go into as much detail as the assumptions section.

—TPLT]

[The template description comments should be disabled before submitting this document for grading. —TPLT]

[You can borrow any wording from the text given in the template. It is part of the template, and not considered an instance of academic integrity. Of course, you need to cite the source of the template. —TPLT]

[When the documentation is done, it should be possible to trace back to the source of every piece of information. Some information will come from external sources, like terminology. Other information will be derived, like General Definitions. —TPLT]

[An SRS document should have the following qualities: unambiguous, consistent, complete, validatable, abstract and traceable. —TPLT]

[The overall goal of the SRS is that someone that meets the Characteristics of the Intended Reader (Section 2.3) can learn, understand and verify the captured domain knowledge. They should not have to trust the authors of the SRS on any statements. They should be able to independently verify/derive every statement made. —TPLT]

2 Introduction

[The introduction section is written to introduce the problem. It starts general and focuses on the problem domain. The general advice is to start with a paragraph or two that describes the problem, followed by a "roadmap" paragraph. A roadmap orients the reader by telling them what sub-sections to expect in the Introduction section. —TPLT]

2.1 Purpose of Document

2.2 Scope of Requirements

2.3 Characteristics of Intended Reader

2.4 Organization of Document

3 General System Description

This section provides general information about the system. It identifies the interfaces between the system and its environment, describes the user characteristics and lists the system constraints. [This text can likely be borrowed verbatim. —TPLT]

[The purpose of this section is to provide general information about the system so the specific requirements in the next section will be easier to understand. The general system description section is designed to be changeable independent of changes to the functional requirements documented in the specific system description. The general system description provides a context for a family of related models. The general description can stay the same, while specific details are changed between family members. —TPLT]

3.1 System Context

[Your system context will include a figure that shows the abstract view of the software. Often in a scientific context, the program can be viewed abstractly following the design pattern of Inputs → Calculations → Outputs. The system context will therefore often follow this pattern. The user provides inputs, the system does the calculations, and then provides the outputs to the user. The figure should not show all of the inputs, just an abstract view of the main categories of inputs (like material properties, geometry, etc.). Likewise, the outputs should be presented from an abstract point of view. In some cases the diagram will show other external entities, besides the user. For instance, when the software product is a library, the user will be another software program, not an actual end user. If there are system constraints that the software must work with external libraries, these libraries can also be shown on the System Context diagram. They should only be named with a specific library name if this is required by the system constraint. —TPLT]

Figure 1: System Context

[For each of the entities in the system context diagram its responsibilities should be listed. Whenever possible the system should check for data quality, but for some cases the user will need to assume that responsibility. The list of responsibilities should be about the inputs and outputs only, and they should be abstract. Details should not be presented here. However, the information should not be so abstract as to just say “inputs” and “outputs”. A summarizing phrase can be used to characterize the inputs. For instance, saying “material properties” provides some information, but it stays away from the detail of listing every required properties. —TPLT]

- User Responsibilities:
  -
- Plutos Responsibilities:
  - Detect data type mismatch, such as a string of characters instead of a floating point number
  -

[Identify in what context the software will typically be used. Is it for exploration? education? engineering work? scientific work?. Identify whether it will be used for mission-critical or safety-critical applications. —TPLT] [This additional context information is needed to determine how much effort should be devoted to the rationale section. If the application is safety-critical, the bar is higher. This is currently less structured, but analogous to, the idea to the Automotive Safety Integrity Levels (ASILs) that McSCert uses in their automotive hazard analyses. —TPLT]

[The —SS]

3.2 User Characteristics

[This section summarizes the knowledge/skills expected of the user. Measuring usability, which is often a required non-function requirement, requires knowledge of a typical user. As mentioned above, the user is a different role from the "intended reader," as given in Section 2.3. As in Section 2.3, the user characteristics should be specific an unambiguous. For instance, "The end user of Plutos should have an understanding of undergraduate Level 1 Calculus and Physics." —TPLT]

3.3 System Constraints

[System constraints differ from other type of requirements because they limit the developers' options in the system design and they identify how the eventual system must fit into the world. This is the only place in the SRS where design decisions can be specified. That is, the quality requirement for abstraction is relaxed here. However, system constraints should only be included if they are truly required. —TPLT]

4 Specific System Description

This section first presents the problem description, which gives a high-level view of the problem to be solved. This is followed by the solution characteristics specification, which presents the assumptions, theories, definitions and finally the instance models. [Add any project specific details that are relevant for the section overview. —TPLT]

4.1 Problem Description

Plutos is intended to solve ... [What problem does your program solve? The description here should be in the problem space, not the solution space. —TPLT]

4.1.1 Terminology and Definitions

[This section is expressed in words, not with equations. It provide the meaning of the different words and phrases used in the domain of the problem. The terminology is used to introduce concepts from the world outside of the mathematical model The terminology provides a real world connection to give the mathematical model meaning. —TPLT]

This subsection provides a list of terms that are used in the subsequent sections and their meaning, with the purpose of reducing ambiguity and making it easier to correctly understand the requirements:

-

4.1.2 Physical System Description

[The purpose of this section is to clearly and unambiguously state the physical system that is to be modelled. Effective problem solving requires a logical and organized approach. The statements on the physical system to be studied should cover enough information to solve the problem. The physical description involves element identification, where elements are defined as independent and separable items of the physical system. Some example elements include acceleration due to gravity, the mass of an object, and the size and shape of an object. Each element should be identified and labelled, with their interesting properties specified clearly. The physical description can also include interactions of the elements, such as the following: i) the interactions between the elements and their physical environment; ii) the interactions between elements; and, iii) the initial or boundary conditions. —TPLT]

[The elements of the physical system do not have to correspond to an actual physical entity. They can be conceptual. This is particularly important when the documentation is for a numerical method. —TPLT]

The physical system of Plutos, as shown in Figure ?, includes the following elements:

PS1:

PS2: ...

[A figure here makes sense for most SRS documents —TPLT]

4.1.3 Goal Statements

[The goal statements refine the "Problem Description" (Section 4.1). A goal is a functional objective the system under consideration should achieve. Goals provide criteria for sufficient completeness of a requirements specification and for requirements pertinence. Goals will be refined in Section "Instanced Models" (Section 4.2.9). Large and complex goals should be decomposed into smaller sub-goals. The goals are written abstractly, with a minimal amount of technical language. They should be understandable by non-domain experts. —TPLT]
Given the [inputs —TPLT], the goal statements are:

GS1: [One sentence description of the goal. There may be more than one. Each Goal should have a meaningful label. —TPLT]

4.2 Solution Characteristics Specification

[This section specifies the information in the solution domain of the system to be developed. This section is intended to express what is required in such a way that analysts and stakeholders get a clear picture, and the latter will accept it. The purpose of this section is to reduce the problem into one expressed in mathematical terms. Mathematical expertise is used to extract the essentials from the underlying physical description of the problem, and to collect and substantiate all physical data pertinent to the problem. —TPLT]

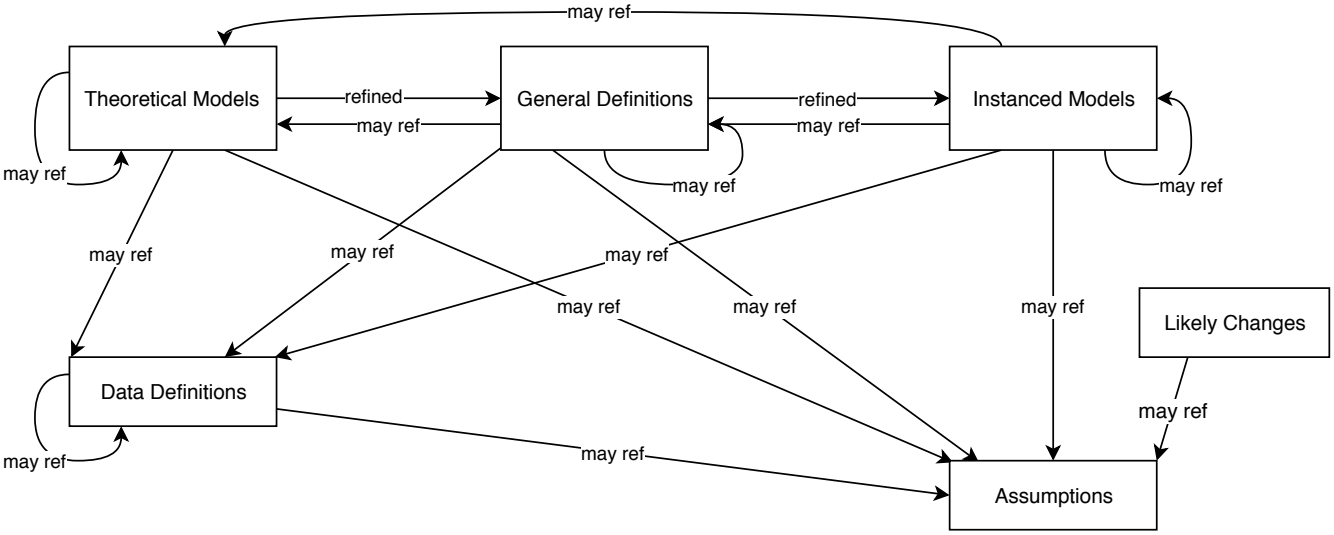
[This section presents the solution characteristics by successively refining models. It starts with the abstract/general Theoretical Models (TMs) and refines them to the concrete/specific Instance Models (IMs). If necessary there are intermediate refinements to General Definitions (GDs). All of these refinements can potentially use Assumptions (A) and Data Definitions (DD). TMs are refined to create new models, that are called GMs or IMs. DDs are not refined; they are just used. GDs and IMs are derived, or refined, from other models. DDs are not derived; they are just given. TMs are also just given, but they are refined, not used. If a potential DD includes a derivation, then that means it is refining other models, which would make it a GD or an IM. —TPLT]

[The above makes a distinction between "refined" and "used." A model is refined to another model if it is changed by the refinement. When we change a general 3D equation to a 2D equation, we are making a refinement, by applying the assumption that the third dimension does not matter. If we use a definition, like the definition of density, we aren't refining, or changing that definition, we are just using it. —TPLT]

[The same information can be a TM in one problem and a DD in another. It is about how the information is used. In one problem the definition of acceleration can be a TM, in another it would be a DD. —TPLT]

[There is repetition between the information given in the different chunks (TM, GDs etc) with other information in the document. For instance, the meaning of the symbols, the units etc are repeated. This is so that the chunks can stand on their own when being read by a reviewer/user. It also facilitates reuse of the models in a different context. —TPLT]

[The relationships between the parts of the document are show in the following figure. In this diagram "may ref" has the same role as "uses" above. The figure adds "Likely Changes," which are able to reference (use) Assumptions. —TPLT]



The instance models that govern Plutos are presented in Subsection 4.2.9. The information to understand the meaning of the instance models and their derivation is also presented, so that the instance models can be verified.

4.2.1 Types

[This section is optional. Defining types can make the document easier to understand. —TPLT]

4.2.2 Scope Decisions

[This section is optional. —TPLT]

4.2.3 Modelling Decisions

[This section is optional. —TPLT]

4.2.4 Assumptions

[The assumptions are a refinement of the scope. The scope is general, where the assumptions are specific. All assumptions should be listed, even those that domain experts know so well that they are rarely (if ever) written down. —TPLT] [The document should not take for granted that the reader knows which assumptions have been made. In the case of unusual assumptions, it is recommended that the documentation either include, or point to, an explanation and justification for the assumption. —TPLT] [If it helps with the organization

and understandability, the assumptions can be presented as sub sections. The following subsections are options: background theory assumptions, helper theory assumptions, generic theory assumptions, problem specific assumptions, and rationale assumptions —TPLT]

This section simplifies the original problem and helps in developing the theoretical model by filling in the missing information for the physical system. The numbers given in the square brackets refer to the theoretical model [TM], general definition [GD], data definition [DD], instance model [IM], or likely change [LC], in which the respective assumption is used.

A1: [Short description of each assumption. Each assumption should have a meaningful label. Use cross-references to identify the appropriate traceability to TM, GD, DD etc., using commands like dref, ddref etc. Each assumption should be atomic - that is, there should not be an explicit (or implicit) "and" in the text of an assumption. —TPLT]

4.2.5 Theoretical Models

[Theoretical models are sets of abstract mathematical equations or axioms for solving the problem described in Section "Physical System Description" (Section 4.1.2). Examples of theoretical models are physical laws, constitutive equations, relevant conversion factors, etc. —TPLT]

[Optionally the theory section could be divided into subsections to provide more structure and improve understandability and reusability. Potential subsections include the following: Context theories, background theories, helper theories, generic theories, problem specific theories, final theories and rationale theories. —TPLT]

This section focuses on the general equations and laws that Plutos is based on. [Modify the examples below for your problem, and add additional models as appropriate. —TPLT]

RefName: **TM:COE**

Label: Conservation of thermal energy

Equation: $-\nabla \cdot \mathbf{q} + g = \rho C \frac{\partial T}{\partial t}$

Description: The above equation gives the conservation of energy for transient heat transfer in a material of specific heat capacity C ($\mathrm{J\,kg^{-1}\,{}^{\circ}C^{-1}}$) and density ρ ($\mathrm{kg\,m^{-3}}$), where $\mathbf{q}$ is the thermal flux vector ($\mathrm{W\,m^{-2}}$), g is the volumetric heat generation ($\mathrm{W\,m^{-3}}$), T is the temperature (°C), t is time (s), and ∇ is the gradient operator. For this equation to apply, other forms of energy, such as mechanical energy, are assumed to be negligible in the system (A**??**). In general, the material properties (ρ and C) depend on temperature.

Notes: None.

Source: http://www.efunda.com/formulae/heat_transfer/conduction/overview_cond.cfm

Ref. By: GD**??**

Preconditions for TM:COE: None

Derivation for TM:COE: Not Applicable

["Ref. By" is used repeatedly with the different types of information. This stands for Referenced By. It means that the models, definitions and assumptions listed reference the current model, definition or assumption. This information is given for traceability. Ref. By provides a pointer in the opposite direction to what we commonly do. You still need to have a reference in the other direction pointing to the current model, definition or assumption. As an example, if TM1 is referenced by GD2, that means that GD2 will explicitly include a reference to TM1. —TPLT]

4.2.6 General Definitions

[General Definitions (GDs) are a refinement of one or more TMs, and/or of other GDs. The GDs are less abstract than the TMs. Generally the reduction in abstraction is possible through invoking (using/referencing) Assumptions. For instance, the TM could be Newton's

Law of Cooling stated abstracting. The GD could take the general law and apply it to get a 1D equation. —TPLT]

This section collects the laws and equations that will be used in building the instance models.

[Some projects may not have any content for this section, but the section heading should be kept. —TPLT] [Modify the examples below for your problem, and add additional definitions as appropriate. —TPLT]

Number	GD1
Label	**Newton's law of cooling**
SI Units	$\mathrm{W\,m^{-2}}$
Equation	$q(t) = h\Delta T(t)$
Description	Newton's law of cooling describes convective cooling from a surface. The law is stated as: the rate of heat loss from a body is proportional to the difference in temperatures between the body and its surroundings. $q(t)$ is the thermal flux ($\mathrm{W\,m^{-2}}$). h is the heat transfer coefficient, assumed independent of T (A**??**) ($\mathrm{W\,m^{-2}\,{}^{\circ}C^{-1}}$). $\Delta T(t) = T(t) - T_{\mathrm{env}}(t)$ is the time-dependent thermal gradient between the environment and the object (°C).
Source	Citation here
Ref. By	DD1, DD**??**

Detailed derivation of simplified rate of change of temperature

[This may be necessary when the necessary information does not fit in the description field. —TPLT] [Derivations are important for justifying a given GD. You want it to be clear where the equation came from. —TPLT]

4.2.7 Data Definitions

[The Data Definitions are definitions of symbols and equations that are given for the problem. They are not derived; they are simply used by other models. For instance, if a problem depends on density, there may be a data definition for the equation defining density. The DDs are given information that you can use in your other modules. —TPLT]

[All Data Definitions should be used (referenced) by at least one other model. —TPLT]

This section collects and defines all the data needed to build the instance models. The dimension of each quantity is also given. [Modify the examples below for your problem, and add additional definitions as appropriate. —TPLT]

Number	DD1
Label	**Heat flux out of coil**
Symbol	q_C
SI Units	$\mathrm{W\,m^{-2}}$
Equation	$q_C(t) = h_C(T_C - T_W(t))$, over area A_C
Description	T_C is the temperature of the coil (°C). T_W is the temperature of the water (°C). The heat flux out of the coil, q_C ($\mathrm{W\,m^{-2}}$), is found by assuming that Newton's Law of Cooling applies (A**??**). This law (GD1) is used on the surface of the coil, which has area A_C ($\mathrm{m^2}$) and heat transfer coefficient h_C ($\mathrm{W\,m^{-2}\,°C^{-1}}$). This equation assumes that the temperature of the coil is constant over time (A**??**) and that it does not vary along the length of the coil (A**??**).
Sources	Citation here
Ref. By	IM1

4.2.8 Data Types

[This section is optional. In many scientific computing programs it isn't necessary, since the inputs and outpus are straightforward types, like reals, integers, and sequences of reals and integers. However, for some problems it is very helpful to capture the type information. —TPLT]

[The data types are not derived; they are simply stated and used by other models. —TPLT]

[All data types must be used by at least one of the models. —TPLT]

[For the mathematical notation for expressing types, the recommendation is to use the notation of Hoffman and Strooper (1995). —TPLT]

This section collects and defines all the data types needed to document the models. [Modify the examples below for your problem, and add additional definitions as appropriate. —TPLT]

Type Name	Name for Type
Type Def	mathematical definition of the type
Description	description here
Sources	Citation here, if the type is borrowed from another source

4.2.9 Instance Models

[The motivation for this section is to reduce the problem defined in "Physical System Description" (Section 4.1.2) to one expressed in mathematical terms. The IMs are built by refining the TMs and/or GDs. This section should remain abstract. The SRS should specify the requirements without considering the implementation. —TPLT]

This section transforms the problem defined in Section 4.1 into one which is expressed in mathematical terms. It uses concrete symbols defined in Section 4.2.7 to replace the abstract symbols in the models identified in Sections 4.2.5 and 4.2.6.

The goals [reference your goals —TPLT] are solved by [reference your instance models —TPLT]. [other details, with cross-references where appropriate. —TPLT] [Modify the examples below for your problem, and add additional models as appropriate. —TPLT]

Number	IM1
Label	**Energy balance on water to find T_W**
Input	m_W, C_W, h_C, A_C, h_P, A_P, t_{final}, T_C, T_{init}, $T_P(t)$ from IM**??** The input is constrained so that $T_{\text{init}} \leq T_C$ (A**??**)
Output	$T_W(t)$, $0 \leq t \leq t_{\text{final}}$, such that $\frac{dT_W}{dt} = \frac{1}{\tau_W}[(T_C - T_W(t)) + \eta(T_P(t) - T_W(t))]$, $T_W(0) = T_P(0) = T_{\text{init}}$ (A**??**) and $T_P(t)$ from IM**??**
Description	T_W is the water temperature (°C). T_P is the PCM temperature (°C). T_C is the coil temperature (°C). $\tau_W = \frac{m_W C_W}{h_C A_C}$ is a constant (s). $\eta = \frac{h_P A_P}{h_C A_C}$ is a constant (dimensionless). The above equation applies as long as the water is in liquid form, $0 < T_W < 100^o$C, where 0^oC and 100^oC are the melting and boiling points of water, respectively (A**??**, A**??**).
Sources	Citation here
Ref. By	IM**??**

Derivation of ...

[The derivation shows how the IM is derived from the TMs/GDs. In cases where the derivation cannot be described under the Description field, it will be necessary to include this subsection. —TPLT]

4.2.10 Input Data Constraints

Table 1 shows the data constraints on the input output variables. The column for physical constraints gives the physical limitations on the range of values that can be taken by the variable. The column for software constraints restricts the range of inputs to reasonable values. The software constraints will be helpful in the design stage for picking suitable algorithms. The constraints are conservative, to give the user of the model the flexibility to experiment with unusual situations. The column of typical values is intended to provide a feel for a common scenario. The uncertainty column provides an estimate of the confidence with which the physical quantities can be measured. This information would be part of the input if one were performing an uncertainty quantification exercise.

The specification parameters in Table 1 are listed in Table 3.

Table 1: Input Variables

Var	Physical Constraints	Software Constraints	Typical Value	Uncertainty
L	$L > 0$	$L_{\min} \leq L \leq L_{\max}$	1.5 m	10%

(*) [you might need to add some notes or clarifications —TPLT]

Table 3: Specification Parameter Values

Var	Value
$L_{\min}$	0.1 m

4.2.11 Properties of a Correct Solution

A correct solution must exhibit [fill in the details —TPLT]. [These properties are in addition to the stated requirements. There is no need to repeat the requirements here. These additional properties may not exist for every problem. Examples include conservation laws (like conservation of energy or mass) and known constraints on outputs, which are usually summarized in tabular form. A sample table is shown in Table 5 —TPLT]

Table 5: Output Variables

Var	Physical Constraints
T_W	$T_{\text{init}} \leq T_W \leq T_C$ (by A**??**)

[This section is not for test cases or techniques for verification and validation. Those topics will be addressed in the Verification and Validation plan. —TPLT]

5 Requirements

[The requirements refine the goal statement. They will make heavy use of references to the instance models. —TPLT]

This section provides the functional requirements, the business tasks that the software is expected to complete, and the nonfunctional requirements, the qualities that the software is expected to exhibit.

5.1 Functional Requirements

R1: [Requirements for the inputs that are supplied by the user. This information has to be explicit. —TPLT]

R2: [It isn't always required, but often echoing the inputs as part of the output is a good idea. —TPLT]

R3: [Calculation related requirements. —TPLT]

R4: [Verification related requirements. —TPLT]

R5: [Output related requirements. —TPLT]

[Every IM should map to at least one requirement, but not every requirement has to map to a corresponding IM. —TPLT]

5.2 Nonfunctional Requirements

NFR1: **Accuracy**

- **Receipt Parsing Accuracy:** The machine learning model must achieve at least 80% accuracy in correctly identifying and extracting key information (e.g., item names, prices, dates) from receipts.
- **Data Categorization Precision:** The app should categorize expenses into predefined categories (e.g., groceries, utilities, entertainment) with at least 90% precision to ensure users' financial data is correctly organized.
- **Currency Calculation Precision:** All monetary calculations (totals, budgets, currency conversions) must maintain a precision of up to 2 decimal places to ensure accurate financial reporting.
- **OCR Model Accuracy:** The optical character recognition (OCR) model must correctly recognize text from images of receipts with a minimum accuracy rate of 95%, ensuring minimal manual corrections by users.
- **Expense Summation Accuracy:** The app must guarantee 100% accuracy in summing up expenses, incomes, and savings across different periods and categories, ensuring no rounding or summation errors.
- **Data Sync Consistency:** If the app syncs data across multiple devices or platforms, it should ensure 100% consistency of financial data across all instances with no discrepancies or delays.

NFR2: **Usability**

- **User Interface Simplicity:** The app must have a clean, intuitive, and easy-to-navigate interface, allowing users to perform common tasks (e.g., adding expenses, viewing budgets) within 2-3 clicks.
- **Onboarding Process:** New users should be able to complete the account setup and understand core app features within 5 minutes, with interactive tutorials and tooltips provided during the first use.
- **Responsive Design:** The app's interface must be fully responsive, providing an optimal user experience across different devices (smartphones, tablets, desktops) and screen sizes without layout or performance issues.
- **Error Prevention and Recovery:** The app should provide clear, informative error messages, and guide users through corrective actions when incorrect input is detected. Users should be able to recover from errors (e.g., wrong data entry) with no more than 2 steps.
- **Task Completion Time:** Common user tasks, such as adding a new receipt or setting a budget limit, should be completable within 10 seconds on average, assuming all required information is readily available.
- **Minimal Cognitive Load:** Information displayed to users must be concise and relevant, minimizing the cognitive effort needed to understand their financial data. Only essential details should be shown on the main dashboard, with advanced options tucked under menus.
- **Performance:** The app must load within 2 seconds for all major screens and respond to user actions (e.g., adding an entry, generating a report) within 1 second to ensure a smooth and responsive experience.

NFR3: **Maintainability**

- **Continuous Integration (CI) Pipeline:** The project must implement a CI pipeline that automatically runs tests, checks code quality, and verifies builds with every commit, ensuring that code is always in a deployable state.
- **Backward Compatibility:** New releases must maintain backward compatibility with previous versions, ensuring that users can seamlessly update the app without experiencing disruptions in their data or workflows.
- **Dependency Management:** The system should use a dependency management tool (e.g., npm for JavaScript, pip for Python) to track external libraries, and dependencies must be regularly updated to prevent security vulnerabilities and maintain compatibility with new features.
- **Automated Unit Testing Coverage:** At least 80% of the codebase must be covered by automated unit tests to ensure maintainability and minimize the risk of introducing bugs when making changes.

NFR4: **Portability**

- **Cross-Platform Compatibility:** The software should be compatible with Android and iOS mobile devices running the latest software.
- **Cloud-Based Data Storage:** The app must use cloud-based storage solutions (e.g., AWS S3, Google Cloud Storage) for user data to allow seamless access across devices without data loss or duplication.
- **Use of Platform-Agnostic Technologies:** The app should be developed using platform-agnostic frameworks or languages (e.g., React Native, Flutter, or web-based technologies like HTML5) to ensure easy deployment across different operating systems.
- **Portable Data Formats:** All data must be stored in platform-independent formats (e.g., JSON, CSV) for easy transfer and compatibility between devices, databases, and systems.
- **API Compatibility:** Any external APIs or third-party services integrated into the app must support cross-platform usage, ensuring the app can access necessary services from any supported platform.
- **Minimal Platform-Specific Dependencies:** The app should minimize reliance on platform-specific features or libraries, ensuring that any platform-dependent code can easily be replaced or adapted when porting the app to a new environment.

NFR5: **Reusability**

- **Component-Based Architecture:** The app must be developed using reusable components (e.g., UI components, API services), allowing those components to be easily reused across different parts of the app or in future projects.
- **Separation of Concerns:** The app must adhere to the principle of separation of concerns, ensuring that business logic, data access, and presentation layers are kept separate, allowing individual layers to be reused independently.
- **Reusable Libraries and Modules:** Common functionalities (e.g., receipt parsing, authentication, data validation) must be abstracted into reusable libraries or modules that can be shared across multiple applications or systems.
- **Reusable Design Assets:** Design elements (e.g., icons, typography, color schemes) should be created as reusable assets, ensuring they can be reused consistently across multiple projects or platforms.

NFR6: **Understandability**

- **Clear Code Documentation:** All source code must be thoroughly documented using inline comments and external documentation (e.g., README files, docstrings) to ensure that developers can easily understand the purpose and behavior of code components.
- **Consistent Naming Conventions:** Variables, functions, classes, and modules must follow consistent and meaningful naming conventions (e.g., camelCase, snake_case) that clearly describe their functionality and usage, making the code easier to understand.
- **User-Friendly Interface:** The app's user interface (UI) must be designed with simplicity and clarity in mind, using clear labels, icons, and tooltips to guide users through tasks such as adding expenses or reviewing their budgets, reducing confusion.
- **Logical Code Structure:** The app's codebase must be organized logically, with related files and components grouped together in well-defined directories, so developers can easily navigate and locate specific functionality.
- **Readable Code Formatting:** The code must follow industry-standard formatting guidelines (e.g., proper indentation, line length limits) to ensure that it remains readable and easy to follow, both for developers and code reviewers.
- **Clear Error Messages:** The app must provide clear, descriptive error messages (both for users and in logs) that explain the cause of an issue and provide actionable steps to resolve it, improving user and developer understanding.
- **Detailed API Documentation:** Any APIs developed for the app must include detailed and easy-to-understand documentation, describing available endpoints, request/response formats, and example usage scenarios, ensuring that developers can integrate with them easily.
- **Version Control Documentation:** All major changes to the codebase should be accompanied by clear commit messages and detailed changelogs, explaining the purpose of changes and their impact, helping future developers understand the evolution of the project.
- **User-Centric Terminology:** The language and terminology used throughout the app's UI must be aligned with the users' mental models and expectations, using non-technical and familiar terms to enhance understanding.

5.3 Rationale

[Provide a rationale for the decisions made in the documentation. Rationale should be provided for scope decisions, modelling decisions, assumptions and typical values. —TPLT]

6 Likely Changes

LC1: **Addition of New Features:** Based on user feedback, it is likely that new features (e.g., budgeting goal tracking, automatic expense categorization, or financial analytics) will be added to enhance user experience.

LC2: **User Interface Redesign:** As usability testing is conducted, it's likely that the UI will undergo several iterations to improve the overall user experience and incorporate user feedback.

LC3: **Integration with New APIs:** The app may need to integrate with new financial data APIs (e.g., bank transaction retrieval services) to enhance functionality, requiring changes to the codebase.

LC4: **Change in Tech Stack:** If the team encounters difficulties with the current technology stack, such as performance or compatibility issues, a transition to new technologies (e.g., switching from React to Vue.js) is likely.

LC5: **Performance Optimizations:** As the app scales, there may be a need for performance enhancements, such as optimizing database queries or implementing caching strategies.

LC6: **Data Privacy Compliance Updates:** Changes in legal requirements (e.g., GDPR, CCPA) may require updates to the app's data handling and privacy policies to ensure compliance.

LC7: **Adjustment of User Roles and Permissions:** Changes to user roles and permissions may occur as new features are added, requiring adjustments to the authentication and authorization system.

LC8: **Updates to User Authentication Method:** There may be a transition to a more secure authentication method (e.g., implementing two-factor authentication) based on user feedback and security best practices.

LC9: **Feedback Mechanism for Users:** Adding a feedback mechanism within the app (e.g., surveys or feedback forms) to gather user insights and suggestions for improvements is likely, ensuring continuous enhancement of the app based on user needs.

7 Unlikely Changes

ULC1: **Complete Rewrite of the App:** A complete rewrite of the app's codebase is unlikely unless there are significant fundamental flaws that cannot be addressed through refactoring.

ULC2: **Change in Database Choice:** During the development phase, the initial database choice may need to change due to performance issues or scalability requirements (e.g., moving from SQLite to PostgreSQL or MongoDB).

ULC3: **Switching Platforms:** Transitioning from a mobile-first approach to a purely desktop application is unlikely if the initial target audience is primarily mobile users.

ULC4: **Adopting a New Programming Language:** Changing the programming language for the entire project (e.g., from JavaScript to Ruby) midway through development is unlikely due to the complexity and resource investment required.

ULC5: **Elimination of Existing Features:** Removing core features that are central to the app's purpose (e.g., expense tracking) is unlikely, as these are fundamental to user expectations and functionality.

ULC6: **Change in Target Audience:** A shift in the target audience (e.g., from personal budgeting to corporate finance management) is unlikely as it would require a fundamental reevaluation of the app's design and features.

ULC7: **Discontinuation of Data Storage:** Completely removing any form of data storage (e.g., opting for a stateless application) is unlikely, as the core functionality relies on data retention for budgeting purposes.

ULC8: **Pivot to a Social Networking Feature Set:** A major pivot to add social networking features (e.g., allowing users to connect with friends or share budgets) is unlikely, as it diverges from the core functionality of personal budgeting and may complicate the app's primary purpose.

8 Traceability Matrices and Graphs

The purpose of the traceability matrices is to provide easy references on what has to be additionally modified if a certain component is changed. Every time a component is changed, the items in the column of that component that are marked with an "X" may have to be modified as well. Table 7 shows the dependencies of theoretical models, general definitions, data definitions, and instance models with each other. Table 8 shows the dependencies of instance models, requirements, and data constraints on each other. Table 9 shows the dependencies of theoretical models, general definitions, data definitions, instance models, and likely changes on the assumptions.

[You will have to modify these tables for your problem. —TPLT]

[The traceability matrix is not generally symmetric. If GD1 uses A1, that means that GD1's derivation or presentation requires invocation of A1. A1 does not use GD1. A1 is "used by" GD1. —TPLT]

[The traceability matrix is challenging to maintain manually. Please do your best. In the future tools (like Drasil) will make this much easier. —TPLT]

	TM??	TM??	TM??	GD1	GD??	DD1	DD??	DD??	DD??	IM1	IM??	IM??
TM??												
TM??			X									
TM??												
GD1												
GD??	X											
DD1				X								
DD??				X								
DD??												
DD??								X				
IM1					X	X	X				X	
IM??					X		X		X	X		
IM??		X										
IM??		X	X				X	X	X		X	

Table 7: Traceability Matrix Showing the Connections Between Items of Different Sections

The purpose of the traceability graphs is also to provide easy references on what has to be additionally modified if a certain component is changed. The arrows in the graphs represent dependencies. The component at the tail of an arrow is depended on by the component at the head of that arrow. Therefore, if a component is changed, the components that it points to should also be changed. Figure **??** shows the dependencies of theoretical models, general definitions, data definitions, instance models, likely changes, and assumptions on each other.

	IM1	IM??	IM??	IM??	4.2.10	R??	R??
IM1		X				X	X
IM??	X			X		X	X
IM??						X	X
IM??		X				X	X
R??							
R??						X	
R??					X		
R2	X	X				X	X
R??	X						
R??		X					
R??			X				
R??				X			
R4			X	X			
R??		X					
R??		X					

Table 8: Traceability Matrix Showing the Connections Between Requirements and Instance Models

	A??	A??	A??	A??	A??	A??	A??	A??	A??	A??	A??	A??	A??	A??	A??	A??	A??	A??	A??
TM??	X																		
TM??																			
TM??																			
GD1		X																	
GD??			X	X	X	X													
DD1							X	X	X										
DD??			X	X						X									
DD??																			
DD??																			
IM1											X	X		X	X	X			X
IM??												X	X			X	X	X	
IM??														X					X
IM??													X					X	
LC??				X															
LC??								X											
LC??									X										
LC??											X								
LC??												X							
LC??															X				

Table 9: Traceability Matrix Showing the Connections Between Assumptions and Other Items

Figure **??** shows the dependencies of instance models, requirements, and data constraints on each other.

9 Development Plan

The development plan can be found here.

Note that information in this document, especially regarding dates and deadlines, are subject to change and will be updated accordingly.

All functional requirements specified in Section 5.1 are intended for implementation.

Non-functional requirements specified in Section 5.2 are to be followed but may be subject to change or constraints.

10 Values of Auxiliary Constants

There are no symbolic parameters used in this report.

References

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[The following is not part of the template, just some things to consider when filing in the template. —TPLT]
[Grammar, flow and LaTeXadvice:

- For Mac users `*.DS_Store` should be in `.gitignore`
- LaTeX and formatting rules
  - Variables are italic, everything else not, includes subscripts (link to document)
    - Conventions
    - Watch out for implied multiplication
  - Use BibTeX
  - Use cross-referencing
- Grammar and writing rules
  - Acronyms expanded on first usage (not just in table of acronyms)
  - "In order to" should be "to"

—TPLT]
[Advice on using the template:

- Difference between physical and software constraints
- Properties of a correct solution means *additional* properties, not a restating of the requirements (may be "not applicable" for your problem). If you have a table of output constraints, then these are properties of a correct solution.
- Assumptions have to be invoked somewhere
- "Referenced by" implies that there is an explicit reference
- Think of traceability matrix, list of assumption invocations and list of reference by fields as automatically generatable
- If you say the format of the output (plot, table etc), then your requirement could be more abstract

—TPLT]

Appendix — Reflection

[Not required for CAS 741 —SS]

The information in this section will be used to evaluate the team members on the graduate attribute of Lifelong Learning.

The purpose of reflection questions is to give you a chance to assess your own learning and that of your group as a whole, and to find ways to improve in the future. Reflection is an important part of the learning process. Reflection is also an essential component of a successful software development process.

Reflections are most interesting and useful when they're honest, even if the stories they tell are imperfect. You will be marked based on your depth of thought and analysis, and not based on the content of the reflections themselves. Thus, for full marks we encourage you to answer openly and honestly and to avoid simply writing "what you think the evaluator wants to hear."

Please answer the following questions. Some questions can be answered on the team level, but where appropriate, each team member should write their own response:

1. What went well while writing this deliverable?

2. What pain points did you experience during this deliverable, and how did you resolve them?

3. How many of your requirements were inspired by speaking to your client(s) or their proxies (e.g. your peers, stakeholders, potential users)?

4. Which of the courses you have taken, or are currently taking, will help your team to be successful with your capstone project.

5. What knowledge and skills will the team collectively need to acquire to successfully complete this capstone project? Examples of possible knowledge to acquire include domain specific knowledge from the domain of your application, or software engineering knowledge, mechatronics knowledge or computer science knowledge. Skills may be related to technology, or writing, or presentation, or team management, etc. You should look to identify at least one item for each team member.

6. For each of the knowledge areas and skills identified in the previous question, what are at least two approaches to acquiring the knowledge or mastering the skill? Of the identified approaches, which will each team member pursue, and why did they make this choice?