**Software Implementation and Testing Document**

**For**

**Budget Baller**

Version 1.0

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# Programming Languages (5 points)

Java will be used to create Android Studio activities as well as to integrate the Plaid API functionality; we are choosing Java because it works best for Android development, and none of us know Kotlin. With that, we use XML to edit the visual layout of our app. There are also elements of json within the API.

# Platforms, APIs, Databases, and other technologies used (5 points)

Our main development platform is Android Studio. We will bring in additional functionality via the Plaid API. We are currently investigating if and how we would store transaction data for performance and security reasons; doing so would likely involve using a Content Provider, which is an in-house Android SQL database. Also, for things such as our graphs, and how we will present our information; we may use other packages within android studios to present user data. The app will most likely run on one of our group mates android devices or within an emulator.

# Execution-based Functional Testing (10 points)

N/A

# Execution-based Non-Functional Testing (10 points)

N/A

# Non-Execution-based Testing (10 points)

N/A