

Financial manager

Software Requirement Specification
(SRS)
v0.1

Gábor Harsányi

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Revision History

[illegible]

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1. Introduction

1.1. Purpose

The purpose of this document is to present a detailed description of the Financial Manager System. It will explain the purpose and features of the system, the interfaces of the system, what the system will do.

This document is intended for both the teachers of my courses at JAMK University and the developers of the system and will be proposed for its approval to final projects of the following courses: Qt, Android and HTML5.

1.2. Scope of Project

This software system will consist of three parts, an Android, a Qt and a Web Application with HTML5 front-end and aim to provide tools to assist in automating of tracking our financial affairs.

With Android part of the system can take a photo from your receipts and it will recognize what you bought, where and when. Then your phone, or other gadgets what can run android os, will organize your financial data and it will be traceable on your phone. With wireless or bluetooth this data can be shared between the other parts of the system. This function is only available when you have created a user account on the web site and you are authenticated on your machine by the site.

With Qt part of the system your data is manageable and can be organized. This system can create reports and can classify the bought items. Reports can be about grouped items or it can be seen in timetable format.

Each of these parts also contain a relational database containing a list of receipts, shops and the bought items.

1.3. Glossary

Term	Definition

1.4. References

IEEE. *IEEE Std 830-1998 IEEE Recommended Practice for Software Requirements Specifications*. IEEE Computer Society, 1998.

Harald Störrle - UML (Unified Modeling Language) 2
Panem, Bp, 2007

1.5. Overview of Document

The next chapter, the Overall Description section, of this document gives an overview of the functionality of the product. It describes the informal requirements and is used to establish a context for the technical requirements specification in the next chapter.

The third chapter, Requirements Specification section, of this document is written primarily for the developers and describes in technical terms the details of the functionality of the product.

2. Overall Description

2.1. System Environment

2.2. Functional Requirements Specification

2.3. User Characteristics

2.4. Non-Functional Requirements

3. Requirements Specification

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