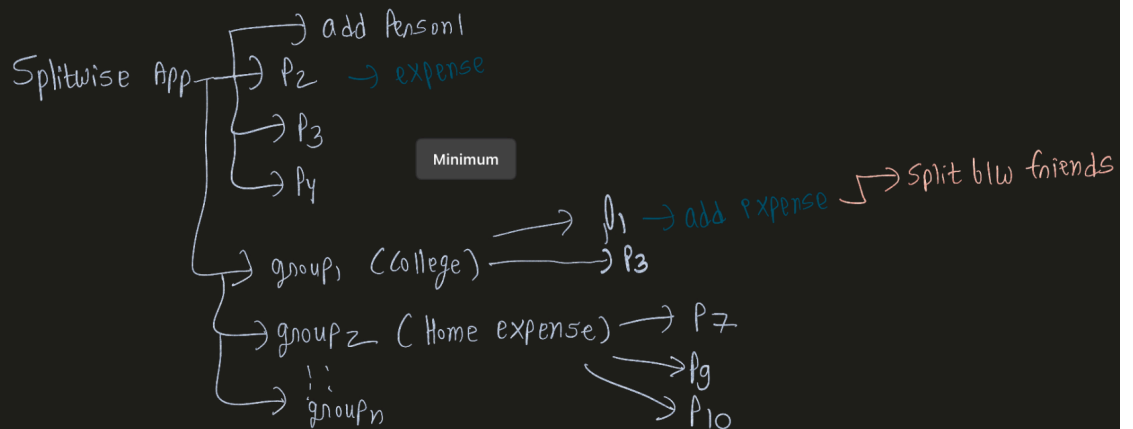


step 1

## \* Requirement Gathering

(by defining happy flow, flow which is working alright)

↳ ideal flow with no errors



## \* Requirements :

- ① Add friend Capability
- ② Add Manage Group
- ③ Add/Manage friend inside Group
- ④ Manage expense Inside a group / Without a group
- ⑤ Split expenses Capability
  - equal
  - unequal
  - Percentage Wise Split
- ⑥ Balance sheet for each User

Step 2

## \* Object Identification

- ① Splitwise
  - ② Friends / User
  - ③ Group
  - ④ expense
  - ⑤ Split Capability
- ⑥ Balance sheet

Minimum

→ What happen when expense is Created

\* lunch

amount: 400

Paid by: hrishi

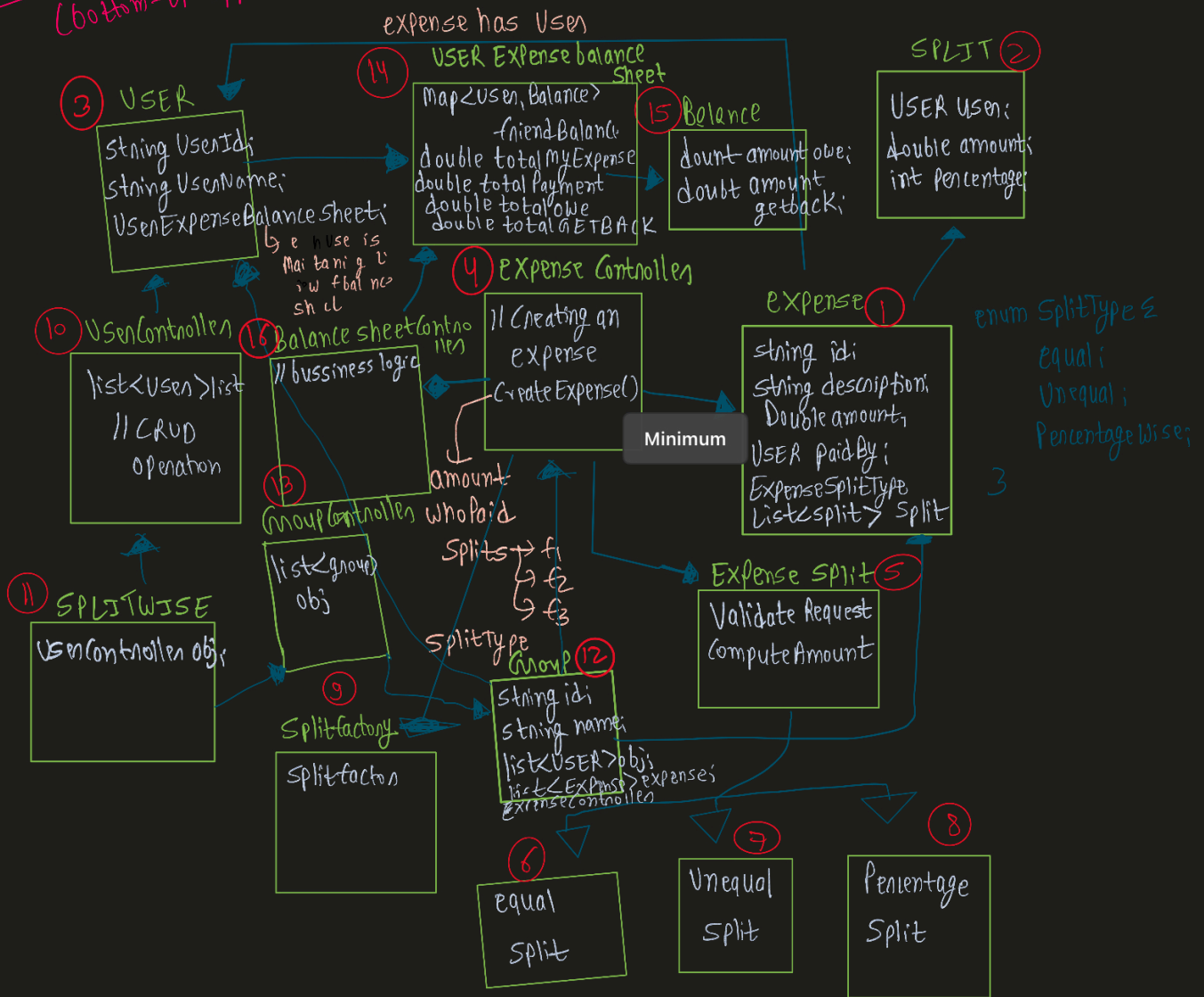
Splitting  
(equal)

→ f<sub>1</sub> → 100  
→ f<sub>2</sub> → 100  
→ f<sub>3</sub> → 100  
→ hrishi → 100

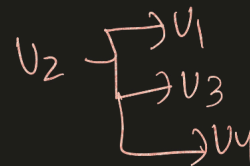
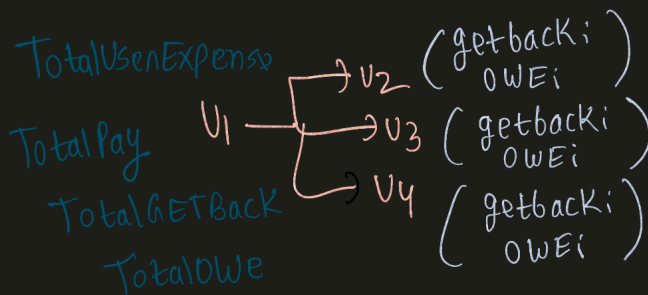
at  
UI  
happening  
(%.  
Wise)

→ f<sub>1</sub> (5%.)  
→ f<sub>2</sub> (5%.)  
→ f<sub>3</sub> (10%.)  
→ hrishi (80%.)

UML  
(bottom-up approach)



Balance Controller



(Graph Data structure, can be used to simplify this)