# Expense Management System (Java Project) –

# REQUIREMENT ANALYSIS

# **Group No-1**

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#### Problem Statement –

Generally, personal expense management is done manually which is extremely error prone and time consuming. A software can be used to manage these expenses which can provide its users the summaries and charts about the expenses he/she has made.

### Introduction

The "Expense Management System" has been developed to override the problems prevailing in the practicing manual system. This software is supported to eliminate and in some cases reduce the hardships faced by this existing system.

The software is aimed to manage the personal expenses of users. It will help users to store their expense data digitally and perform analysis and get summaries of their expenses without having to do anything manually.

# 1. Functional Requirements

### 1.1 Signing up

- Users have sign up i.e. create a profile to access the software.
- Users shall be identified by their unique email address

### 1.2 Product categories

• Expenses will be divided in separate categories like Health Care, Entertainment, Travel, etc.

### 1.3 Income and budget

- Users shall provide the software their income details and budgets is required.
- Budget can be added for a particular category or a set of categories

### 1.4 Expense categories

- Any purchases/transactions that user will make will be categorized.
- Category specific summary, charts shall be generated.

### 1.5 Summary and chart

• Software shall generate pie charts about the expenses (within a time frame) and user can store them in a PDF file in her/his computer or send to him/herself through email.

# 2. External Interface Requirements

# 2.1. User Interface.

The user interface should be simple and easy to use.

# 2.2. Hardware Interface.

- A working computer
- Although no internet connection is required for most functions, it shall be required for sending emails.

# 2.3. Software Interface.

- It will be a Desktop Software
- Minimum software Windows 7 OS

# 3. Non Functional Requirements

# 3.1. Usability

- The end-user experience should be intuitive.
- The system shall provide a uniform look.
- The system shall provide use of icons and toolbars.

# 3.2. Reliability

The system shall be reliable, shall not produce any errors or bugs.

# 3.3. Performance

- Response Time: The system provides acknowledgement once the customer's information is checked.
- System shall be fast.
- There shall be no lags or delays.

# 3.4. Scalability

System should provide options to other services in future.

# 3.5. Security

A user's profile shall be password protected and can be accessed only by the user.

# 4. Analysis of Deliverables

You have to break the project down into smaller chunks. They are like sub-results or mini-goals, and officially they are called **project deliverables.** 

- 1. User interface
- 2. Backend development
- 3. Set up a Testing System
- 4. Demonstration video