

In case they feel the need to add more money to their budget, for example if they find themselves in a surplus, they can do this easily through the budget editing feature. In addition to this, there is also a budget view feature, where they can see the amount they have set for themselves.

3 BUDGETING - CATEGORY-WISE

While a user may see benefit in having a complete budget covering all categories of their expenditures, it might not be a requirement for them to budget their expenses in all categories of everyday expenses. They may be individuals who prefer to have a fixed amount dedicated to say, transport, or food for a month,

For this use case and user story, we came up with the category-wise budgeting feature. The category-wise budgeting features allow a user to set individual budgets for any or all categories in the MyDollarBot Telegram App. We currently offer the following categories: Food, Groceries, Utilities, Transport, Shopping, Miscellaneous.

A user can add individual budgets for one or some or all of these, and from then on track their monthly expenditure for those particular categories. We believe that this can assist people with lowering their expenses in certain categories, and can be a probable contributor to reduction of frivolous expenditures.

A user can also edit these budgets, individually or altogether to suit any changes in their plans for the month. As with the overall budgeting feature, every time a user adds an expense to a category, the expense gets deducted from that particular category's budget.

4 EXPENSE VISUALIZATION

The initial release of MyDollarBot featured a simple yet effective display to view all of a user's expenses in the current day or month. However, this does not inform the user of the overall trends of their spending, nor does it provide a big-picture view of it.

Perceiving this need, we have implemented a data visualization feature for users to view their spending over a month in form of bar charts and pie charts in the Telegram UI. This feature looks at the user's spending in the current month, and based on the data across different categories, generates a pie chart or bar graph.

This allows the user to see where how their spending is distributed in various categories, which in turn should allow for better planning and organization, leading to improvements in money management.

5 EDIT FEATURE IMPROVEMENT

The edit feature in the first iteration of MyDollarBot, involved the user typing in the date of the expense they wished to edit in a the following format: "12 September 2021". This naturally led to several possibilities for making errors, typos and formatting errors being the most obvious and identifiable.

We felt it would be better not to allow such a scope for error as it hindered user experience in MyDollarBot, and also introduced corner cases in terms of error handling which were tedious to handle.

To this end, we opted to re-write the edit feature, introducing an easier method for users to input the dates of the expenditure, and

they would be then showing a list of that day's expenses, and they could choose the ones to delete.

6 REFACTORING FOR MODULARITY

In our work extending MyDollarBot, we initially noticed that the entirety of the codebase comprised only a single Python file. This, to us, seemed to be lacking, both from an easy-of-readability perspective, and also a extensibility perspective.

It would be very confusing, and also would make the file far too long if we continued as-is. So, we opted to first completely modularize the codebase, dividing the codebase into the pertinent sections for each of the already implemented features from the previous iteration before we proceeded with our own new features to improve the project.

We believe that this has and will contribute to significant ease of developer work in this repository, in addition to separation of concerns at a feature level, both of which are key for the long-term survivability of this work.

7 TESTING

Testing is a vital part of any software project, both for the continued smooth functioning of the software product, as well from a sanity-check perspective. The first iteration available on Github featured only a single test case, and as such has no code coverage to speak of.

Recognizing the importance of and the imminent requirement to fix the project in this area, we elected to proceed with writing and adding unit tests for all of the already existing features. Through this we have achieved a code coverage of 80 percent in the codebase, including our new features.

We believe this strongly adds to the overall robustness of the project, and makes it very easy for further extension and further work to happen on the same codebase.