



PesoManage

Your user-friendly budget
tracking app



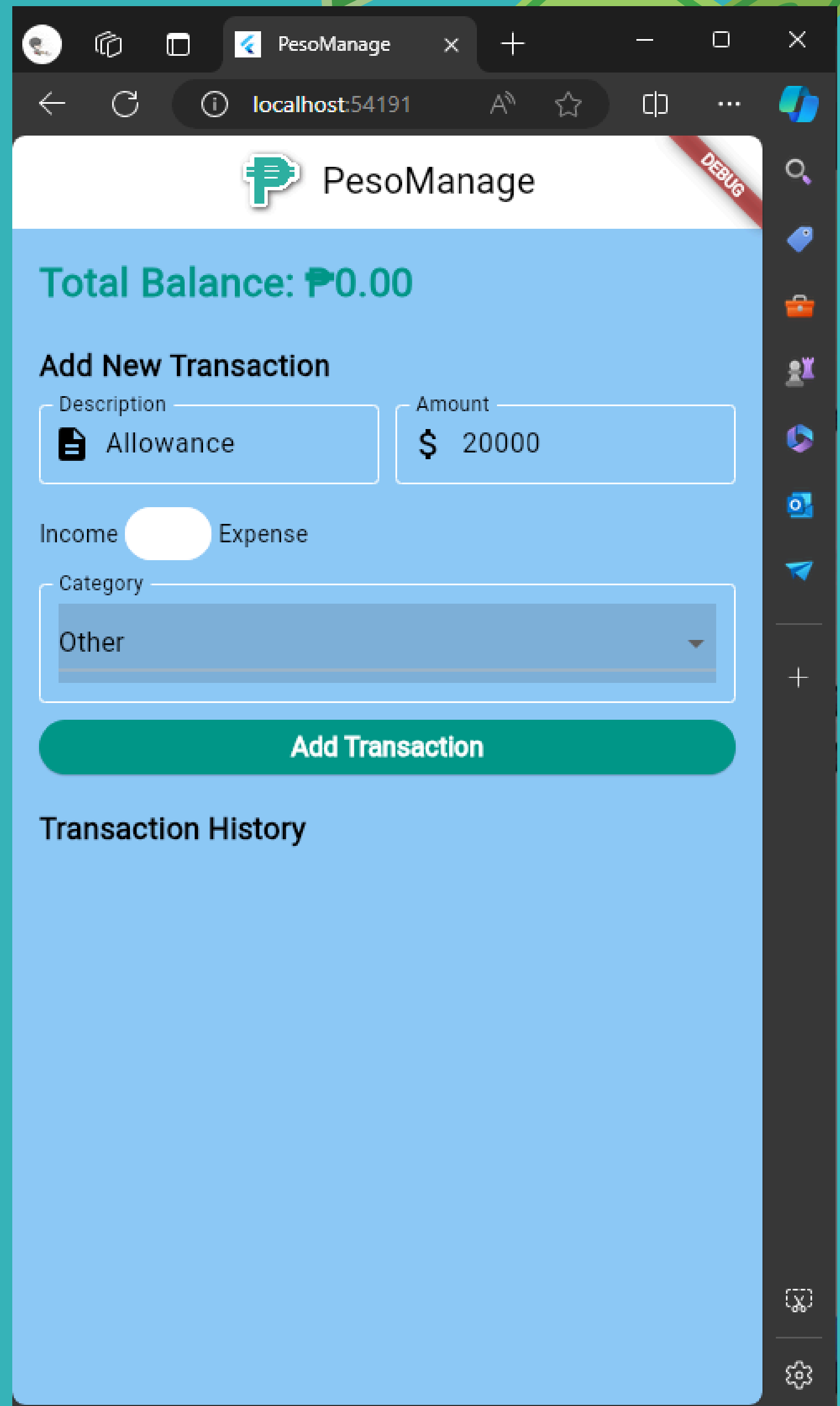
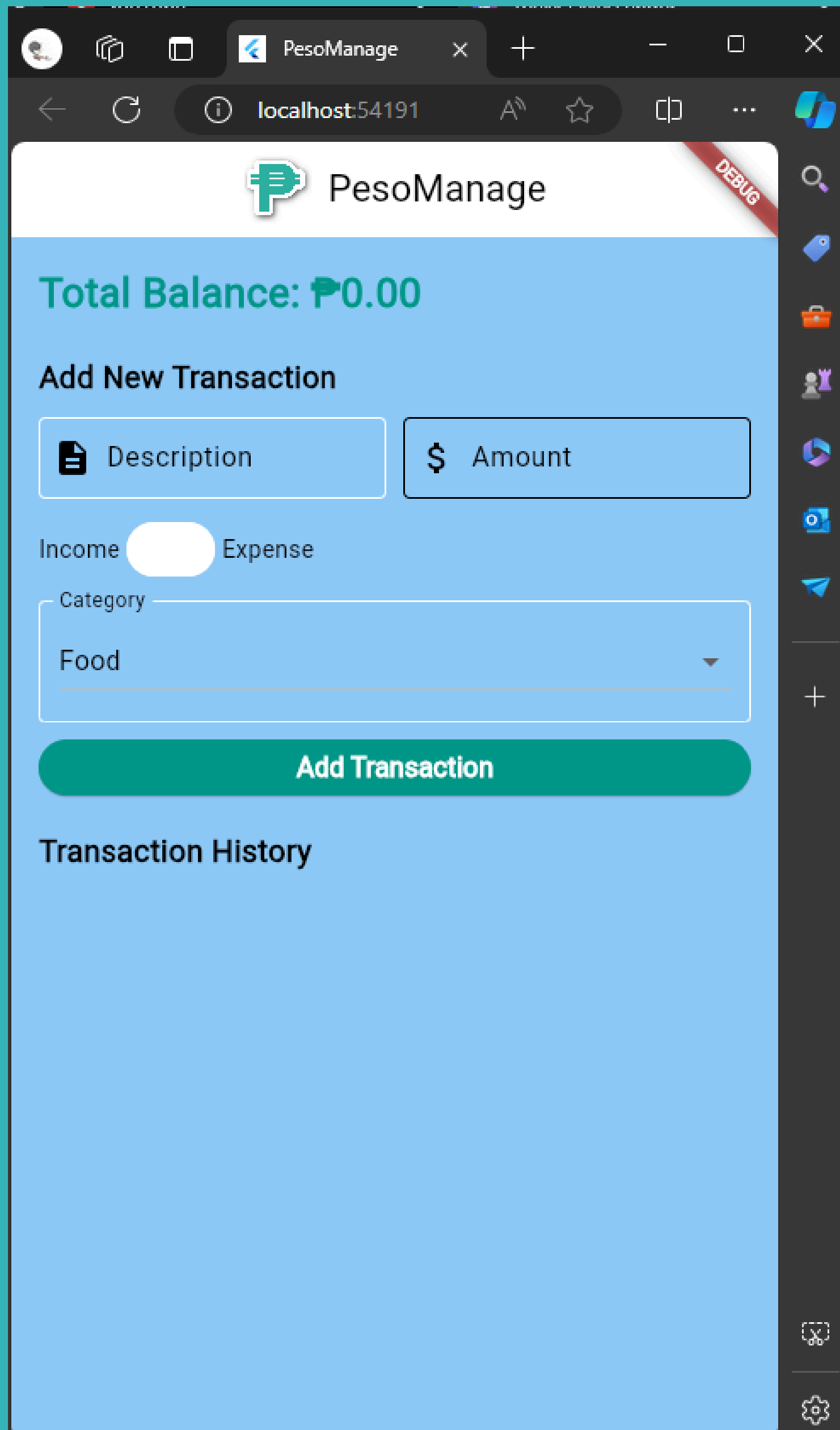
PesoManage

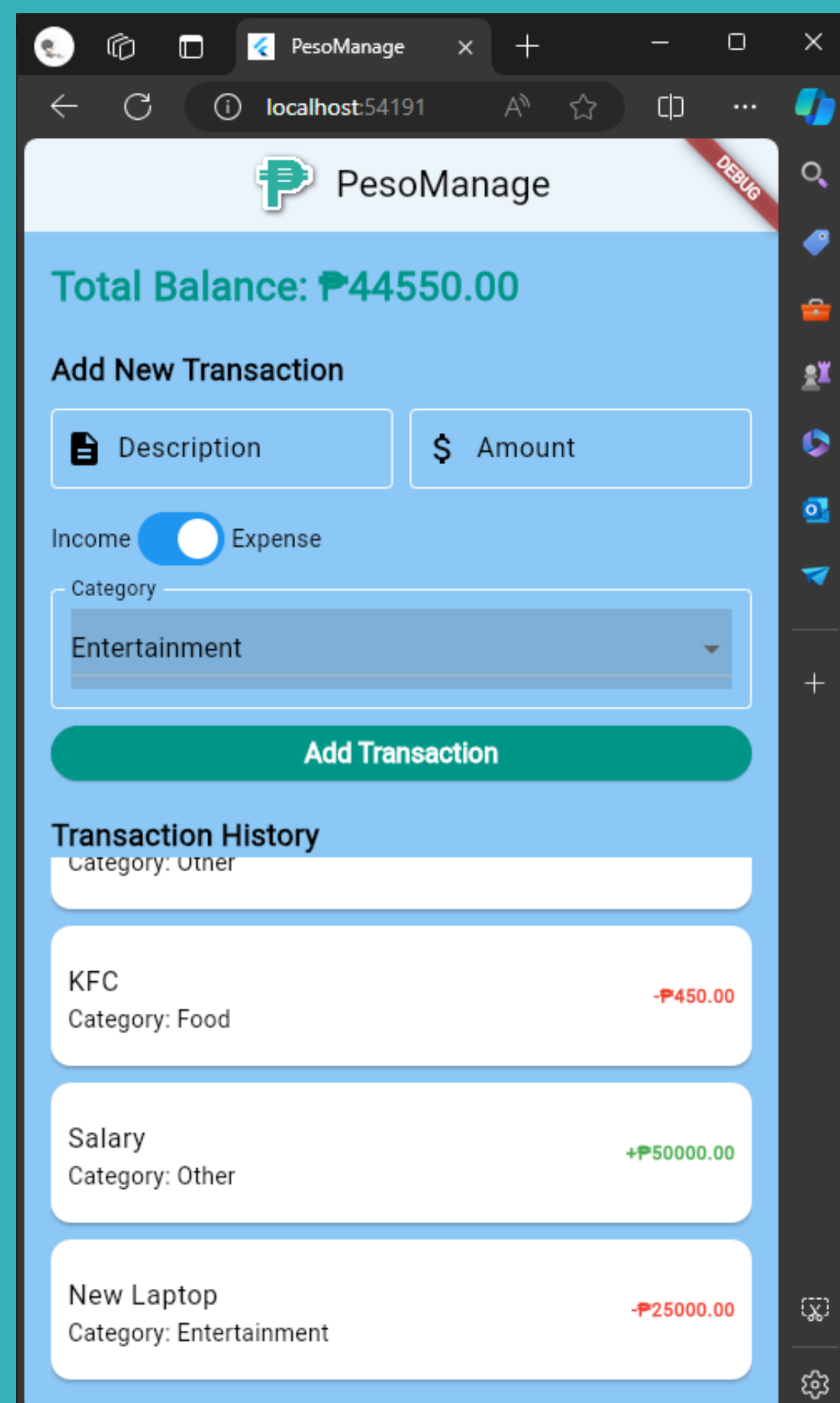
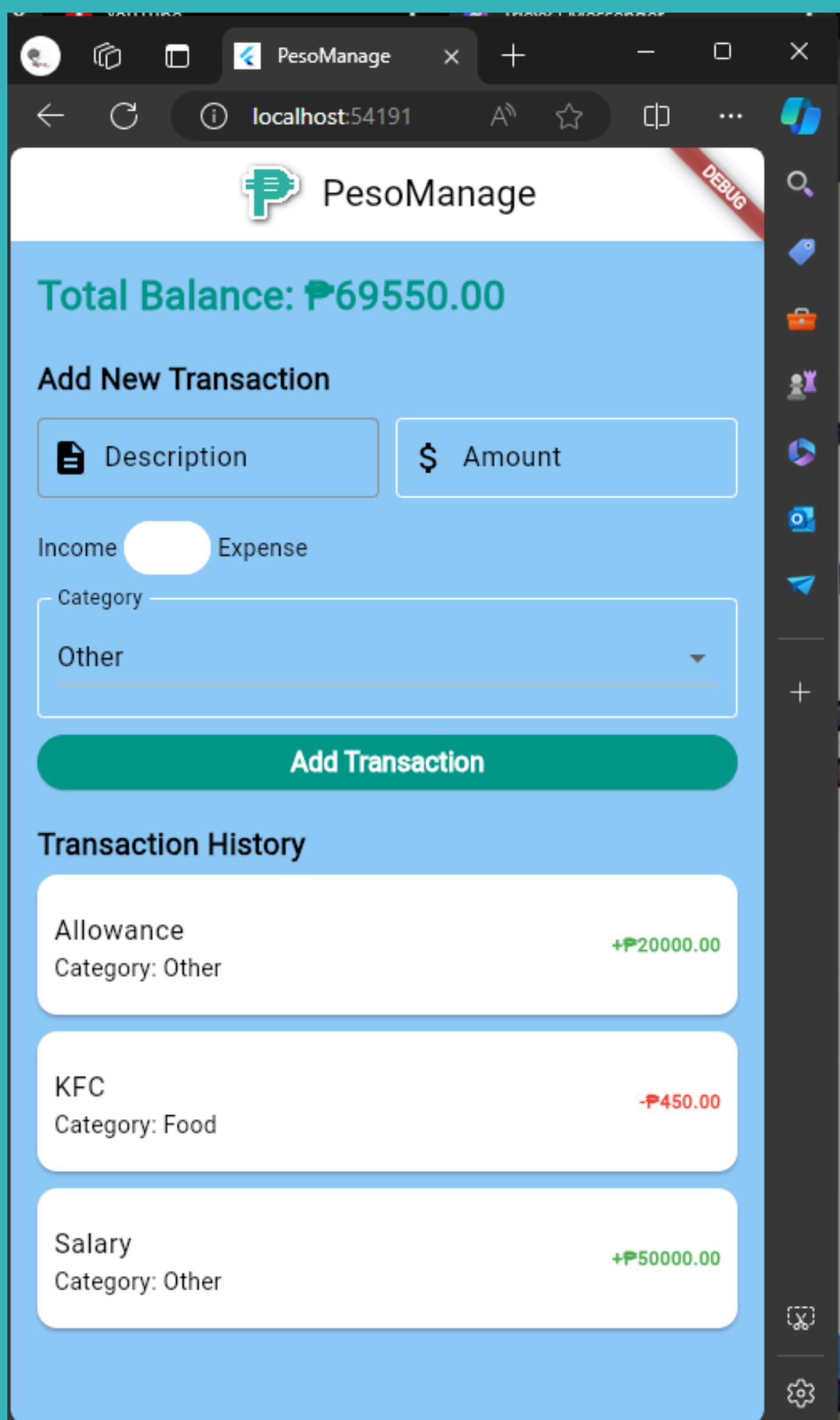
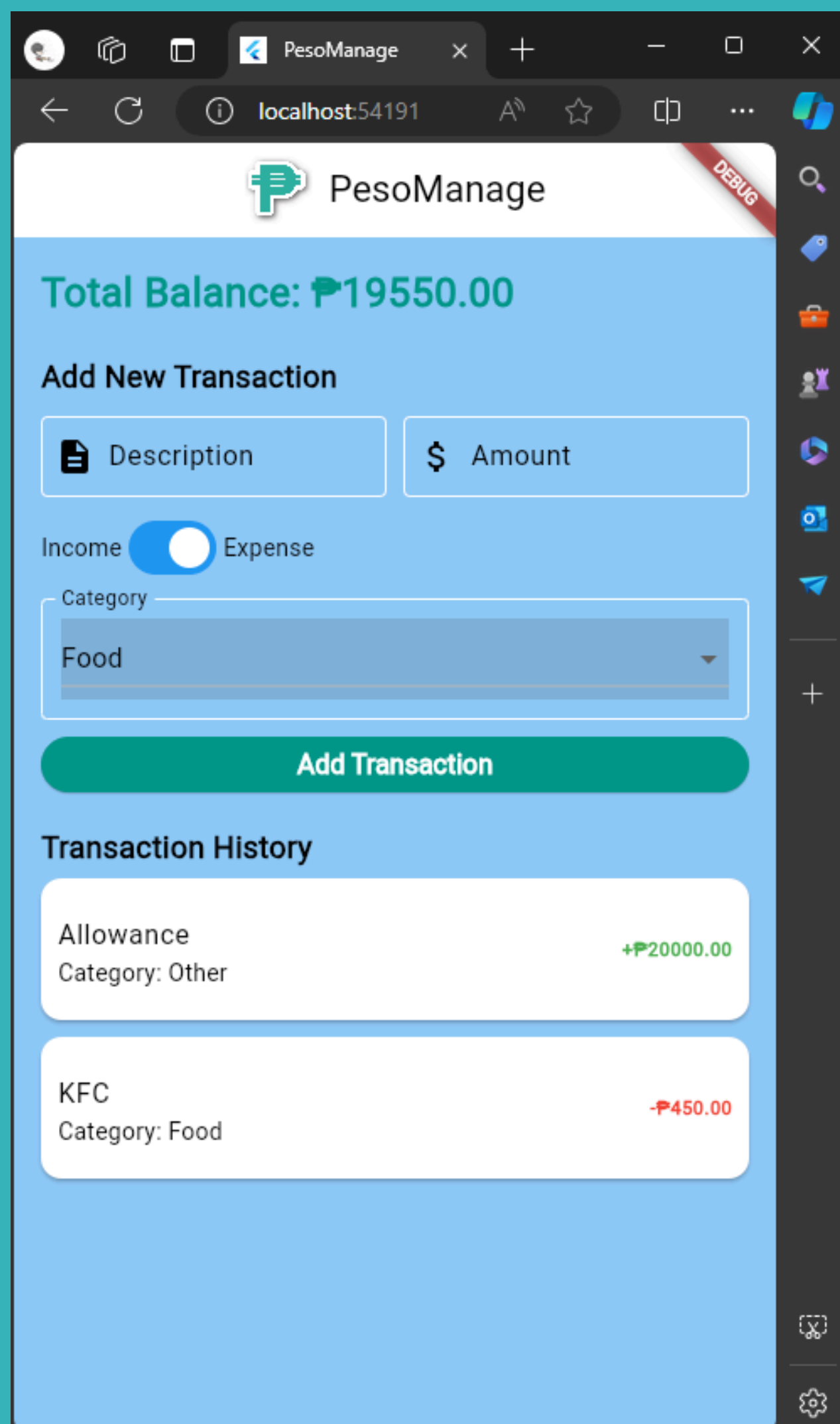
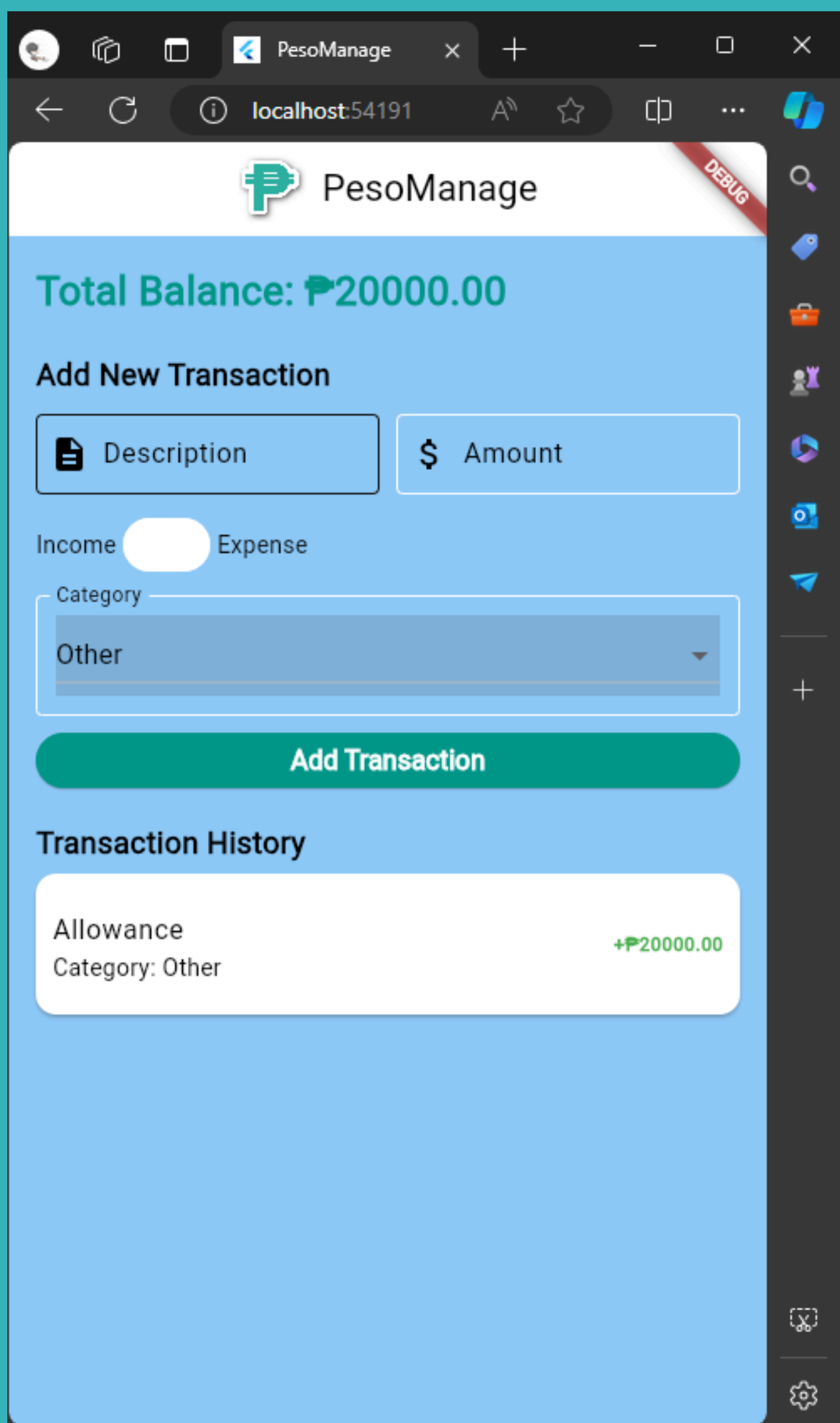
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SCREENSHOTS OF MOBILE APPLICATION





APPLICATION FUNCTIONS



Check Remaining Balance - user can check how much they still have for their remaining balance.

Add Income - user can add the receive amount of their income.

Add Expense - user's can add their expense and see how much much these can affect their balance.

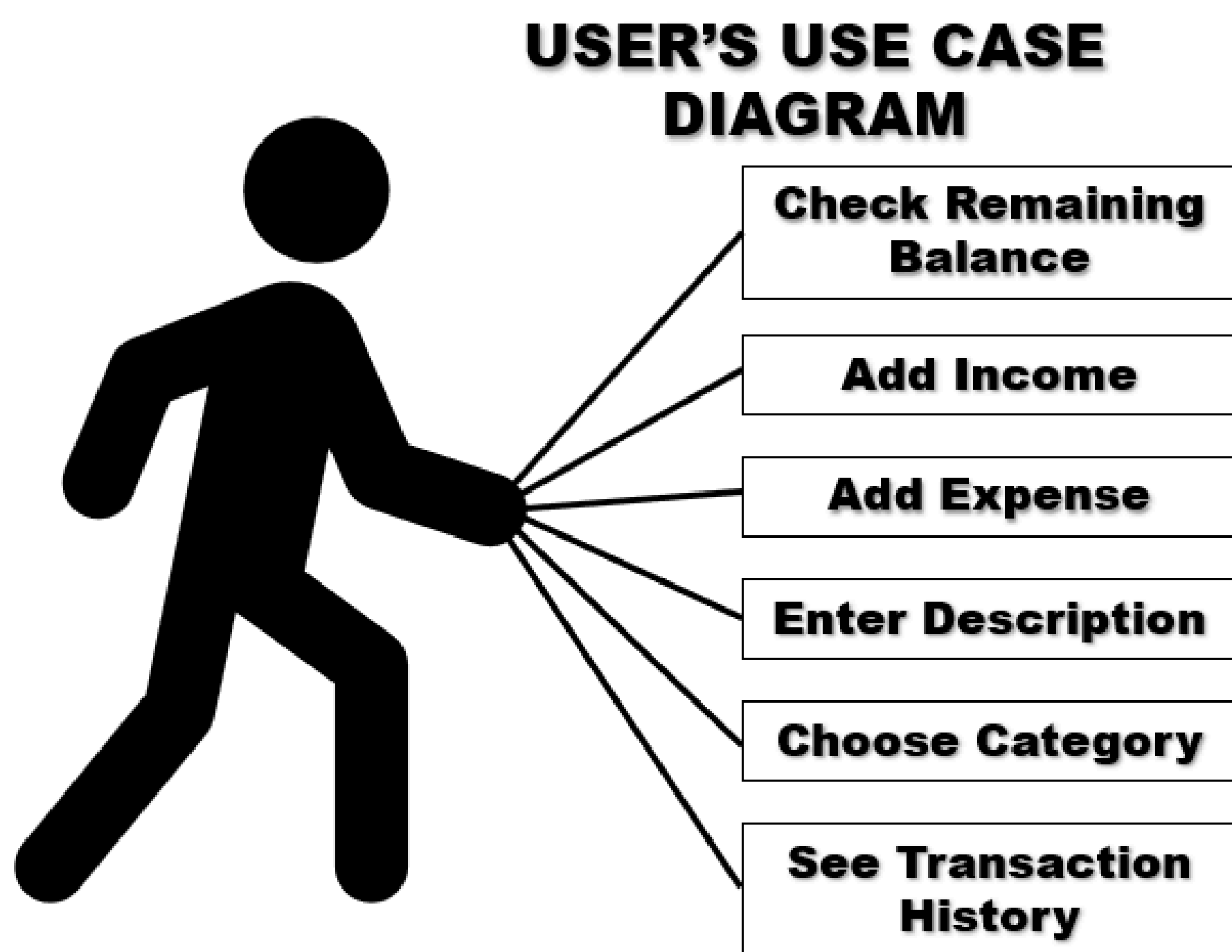
Enter Description - user's can add description to add all kinds of label for its easy to determine.

Choose Category - user's to many kind of category for ease of access.

See Transaction History - user's can see their transaction for the convenience of them being easy to see.



APPLICATION USE CASE DIAGRAM



APPLICATION SOURCE CODE

```
1 import 'package:flutter/material.dart';
2 import 'package:shared_preferences/shared_preferences.dart';
3 import 'dart:convert';
4
5 void main() => runApp(BudgetTrackerApp());
6
7 class BudgetTrackerApp extends StatelessWidget {
8   @override
9   Widget build(BuildContext context) {
10     return MaterialApp(
11       title: 'PesoManage',
12       theme: ThemeData(
13         primarySwatch: Colors.teal,
14         colorScheme: ColorScheme.fromSwatch().copyWith(secondary: Colors.amber),
15         visualDensity: VisualDensity.adaptivePlatformDensity,
16       ), // ThemeData
17       home: BudgetTrackerScreen(),
18     ); // MaterialApp
19   }
20 }
21
22 class BudgetTrackerScreen extends StatefulWidget {
23   @override
24   _BudgetTrackerScreenState createState() => _BudgetTrackerScreenState();
25 }
26
27 class _BudgetTrackerScreenState extends State<BudgetTrackerScreen> {
28   final List<String> _categories = [
29     'Food', 'Transport', 'Entertainment', 'Other',
30     'Healthcare', 'Education', 'Utilities', 'Rent', 'Shopping'
31   ];
32   final List<Transaction> _transactions = [];
33   final TextEditingController _descriptionController = TextEditingController();
34   final TextEditingController _amountController = TextEditingController();
35   String _selectedCategory = 'Food';
36   bool _isIncome = true;
37
38   @override
39   void initState() {
40     super.initState();
41     _loadTransactions();
42   }
```

APPLICATION SOURCE CODE

```
Future<void> _loadTransactions() async {
  final prefs = await SharedPreferences.getInstance();
  final data = prefs.getString('transactions');
  if (data != null) {
    final List<dynamic> jsonList = jsonDecode(data);
    setState(() {
      _transactions.addAll(jsonList.map((item) => Transaction.fromJson(item)).toList());
    });
  }
}

Future<void> _saveTransactions() async {
  final prefs = await SharedPreferences.getInstance();

  final jsonList = _transactions.map((transaction) => transaction.toJson()).toList();
  await prefs.setString('transactions', jsonEncode(jsonList));
}

void _addTransaction() {
  if (_descriptionController.text.isNotEmpty && _amountController.text.isNotEmpty) {
    setState(() {
      _transactions.add(Transaction(
        description: _descriptionController.text,
        amount: double.parse(_amountController.text),
        isIncome: _isIncome,
        category: _selectedCategory,
      ));
      _saveTransactions();
      _descriptionController.clear();
      _amountController.clear();
    });
  }
}

double _getTotalBalance() {
  double total = 0.0;
  for (var transaction in _transactions) {
    total += transaction.isIncome ? transaction.amount : -transaction.amount;
  }
  return total;
}
```

APPLICATION SOURCE CODE

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                description: _descriptionController.text,
                amount: double.parse(_amountController.text),
                isIncome: _isIncome,
                category: _selectedCategory,
            ));
            _saveTransactions();
            _descriptionController.clear();
            _amountController.clear();
        });
    }
}

double _getTotalBalance() {
    double total = 0.0;
    for (var transaction in _transactions) {
        total += transaction.isIncome ? transaction.amount : -transaction.amount;
    }
    return total;
}
```


APPLICATION SOURCE CODE

```
@override
Widget build(BuildContext context) {
  return Scaffold(
    appBar: AppBar(
      title: Row(
        mainAxisAlignment: MainAxisAlignment.center,
        children: <Widget>[
          Image.asset(
            'assets/images/logo.png',
            height: 40,
          ), // Image.asset
          SizedBox(width: 10),
          Text('PesoManage'),
        ], // <Widget>[]
      ), // Row
    ), // AppBar
    body: Padding(
      padding: const EdgeInsets.all(16.0),
      child: Column(
        crossAxisAlignment: CrossAxisAlignment.stretch,
        children: <Widget>[
          Text(
            'Total Balance: ₱${_getTotalBalance().toStringAsFixed(2)}',
            style: TextStyle(fontSize: 24, fontWeight: FontWeight.bold, color: Colors.t
          ), // Text
          SizedBox(height: 20),
          Text(
            'Add New Transaction',
            style: TextStyle(fontSize: 18, fontWeight: FontWeight.bold),
          ), // Text
          SizedBox(height: 10),
          Row(
            children: <Widget>[
              Expanded(
                child: TextField(
                  controller: _descriptionController,
                  decoration: InputDecoration(
                    labelText: 'Description',
                    border: OutlineInputBorder(),
                    prefixIcon: Icon(Icons.description),
                  ), // InputDecoration
                ), // TextField
```

APPLICATION SOURCE CODE

```
131         child: TextField(
132           controller: _amountController,
133           keyboardType: TextInputType.number,
134           decoration: InputDecoration(
135             labelText: 'Amount',
136             border: OutlineInputBorder(),
137 $           prefixIcon: Icon(Icons.attach_money),
138           ), // InputDecoration
139         ), // TextField
140       ), // Expanded
141     ], // <Widget>[]
142   ), // Row
143   SizedBox(height: 10),
144   Row(
145     children: <Widget>[
146       Text('Income'),
147       Switch(
148         value: !_isIncome,
149         onChanged: (value) {
150           setState(() {
151             _isIncome = !value;
152           });
153         },
154       ), // Switch
155       Text('Expense'),
156     ], // <Widget>[]
157   ), // Row
158   SizedBox(height: 10),
159   InputDecorator(
160     decoration: InputDecoration(
161       labelText: 'Category',
162       border: OutlineInputBorder(),
163     ), // InputDecoration
164     child: DropdownButton<String>(
165       value: _selectedCategory,
```

APPLICATION SOURCE CODE

```
},
items: _categories.map((category) {
  return DropdownMenuItem<String>{
    value: category,
    child: Text(category),
  }; // DropdownMenuItem
}).toList(),
isExpanded: true,
), // DropdownButton
), // InputDecorator
SizedBox(height: 10),
ElevatedButton(
  onPressed: _addTransaction,
  child: Text('Add Transaction'),
  style: ElevatedButton.styleFrom(
    backgroundColor: Colors.teal, // Set button background color
    foregroundColor: Colors.white, // Set button text color
    padding: EdgeInsets.symmetric(vertical: 15),
    textStyle: TextStyle(fontSize: 16, fontWeight: FontWeight.bold),
  ),
), // ElevatedButton
SizedBox(height: 20),
Text(
  'Transaction History',
  style: TextStyle(fontSize: 18, fontWeight: FontWeight.bold),
), // Text
Expanded(
  child: ListView.builder(
    itemCount: _transactions.length,
    itemBuilder: (context, index) {
      final transaction = _transactions[index];
      return Card(
        margin: EdgeInsets.symmetric(vertical: 5),
        elevation: 2,
        child: ListTile(
          contentPadding: EdgeInsets.all(10),
          title: Text(transaction.description),
          subtitle: Text('Category: ${transaction.category}'),
          trailing: Text(
            '${transaction.isIncome ? "+" : "-"} ₱${transaction.amount.toStringAsFixed(2)}',
            style: TextStyle(
              color: transaction.isIncome ? Colors.green : Colors.red,
```

APPLICATION SOURCE CODE

```
211 color: transaction.isIncome ? Colors.green : Colors.red,
212     fontWeight: FontWeight.bold,
213     ), // TextStyle
214     ), // Text
215     ), // ListTile
216   ); // Card
217   },
218   ), // ListView.builder
219   ), // Expanded
220   ], // <Widget>[]
221   ), // Column
222   ), // Padding
223   ); // Scaffold
224 }
225 }
226
227 class Transaction {
228   final String description;
229   final double amount;
230   final bool isIncome;
231   final String category;
232
233   Transaction({
234     required this.description,
235     required this.amount,
236     required this.isIncome,
237     required this.category,
238   });
239
240   Map<String, dynamic> toJson() {
241     return {
242       'description': description,
243       'amount': amount,
244       'isIncome': isIncome,
245       'category': category,
246     };
247   }
248
249   factory Transaction.fromJson(Map<String, dynamic> json) {
250     return Transaction(
251       description: json['description'],
252       amount: json['amount'],
253     );
254   }
255 }
```