BUDGET TRACKER

JAVA PROJECT

THE FOLLOWING DOCUMENT IS THE REPORT FOR FINAL PROJECT -

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**THIS DOCUMENT WILL CONTAIN THE FOLLOWING DETAILS:**

* PURPOSE OF THE PROJECT.
* EXPLAINATION OF CODE.
* FINAL UML DIAGRAM.
* TECHNOLOGIES USED.

# *Aim/ benefits of the project:*

* The aim of creating this app is to help someone to track their income, expense, and finances.
* This can effectively help the user to interestingly plan for their future monetary gains.
* Though the provided app has very basic functionality. However, by upgrading or extending the app many more features could be added and experienced.

*TECHNOLOGY USED:*

1. JAVA. (BASE PROGRAMING LANGUAGE).
2. JAVAFX.
3. SCENEBUILDER. (GUI PORTION).

*EXPLAINANTION OF CODE:*

* Well, we have used ArrayList to store the data as Budget Items.
* Each Budget Items has individual data fields.

1. Name (EX – PAY, LOAN, INSURANCE).
2. Type (EX – INCOME OR EXPENSE).
3. Amount (EX- ANY AMOUNT, CAN ACCPET DECIMAL NUMBERS TOO).

* On basis of that Arraylist’s elements stored at their respective index, we have used various logical methods to calculate total income, total Expense, Remaining balance.
* We have used GUI with the help of scene builder and then we connected its input to the backend code.
* At the end we have used File io (input/output) feature to store the user’s data in separate file.
* Additionally, proper usage of exceptions were taken in action whenever need.
* Most importantly, we have added the login portal at the very beginning of the program as it is very crucial to make financial statistics safe.

*FINAL UML DIAGRAM:*

*Diagram

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*ALL GUI PORTION SCREENSHOTS:*

*Graphical user interface, text

Description automatically generated*

Graphical user interface, text

Description automatically generated

*Graphical user interface

Description automatically generated*

Graphical user interface

Description automatically generated

A screenshot of a computer

Description automatically generated with medium confidence

A screenshot of a computer

Description automatically generated with medium confidence

*CONCLUSION:*

* Overall, it was great experience working on this project. However, we faced several problem in linking methods with GUI but after some research and with the help of friends we overcame it.
* Aryan portion –all GUI (fxml, controller) classes and linking methods with GUI.
* Vishva portion – all Back-end classes and debugging.

Thank you.