Expense Tracker

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Domain: Finance & Banking

Problem Definition (The "Real-World" Need): University students often struggle with managing their personal finances. With various daily expenses such as food, travel, and academic supplies it is easy to lose track of where money is being spent. Traditional methods of tracking, like writing in notebooks, are inefficient, prone to calculation errors, and easily lost. There is a need for a simple, digital solution that allows students to quickly record their spending and instantly see their financial status.

Proposed Solution: This project aims to develop a "Expense Tracker" a lightweight software tool built using the Java programming language. The application will serve as a personal ledger, allowing the user to:

Input expense details (Item Name and Cost).

Store these records dynmically during the runtime.

Retrieve a complete list of all transactions.

Compute the total sum of expenses to help the user understand their spending habits.

Top-Down Design: The main system is split into two modules: add() for data collection and view() for calculation and display.

Scope & Application: While currently designed as a console-based application, this project lays the foundation for a larger personal finance management system. It connects theoretical concepts of **Data Structures** (managing lists of data) and **Algorithms** (iterating and summing values) to a practical, everyday application that promotes financial discipline among students.