Money Matters

Introduction:

Overview:

Students learn essential financial skills from budgeting to financial projections by designing a social enterprise and pitching for funding.

Purpose:

The purpose of the project is to produce new pedagogic practices that impact adult education provision by supporting family learning through new digital learning tools.

Problem definition and design thinking :

Empathy map:

Brainstroam:

3

Group ideas

Take turns sharing your ideas while clustering similar or related notes as you go. Once all sticky notes have been grouped, give each cluster a sentence-like label. If a cluster is bigger than six sticky notes, try and see if you and break it up into smaller sub-groups.
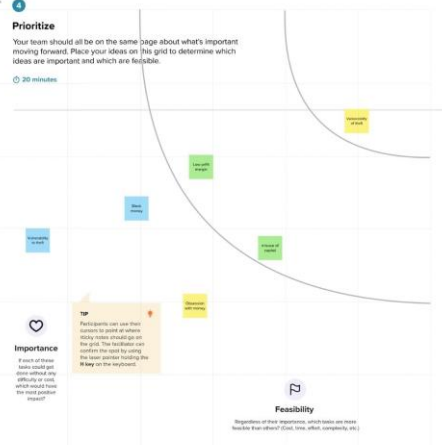
🕐 20 minutes

TIP
Add customizable tags to sticky notes to make it easier to find, browse, organize, and categorize important ideas as themes within your mural.

4

Prioritize

Your team should all be on the same page about what's important moving forward. Place your ideas on this grid to determine which ideas are important and which are feasible.
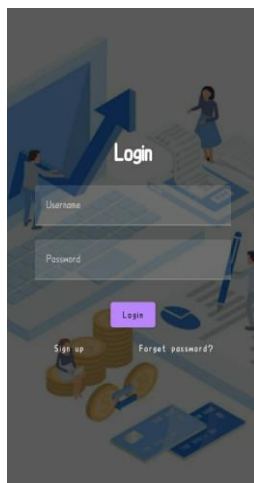
🕐 20 minutes

Importance

If each of these tasks could get done without any difficulty or cost, which would have the most positive impact?

TIP
Participants can use their cursors to point at where sticky notes should go on the grid. The facilitator can confirm the spot by using the laser pointer holding the **II key** on the keyboard.

Feasibility

Regardless of their importance, which tasks are more feasible than others? (Cost, time, effort, complexity, etc.)

Result:

Register

Username
bool23

Email
boobooqwerty@gmail.com

Password
....

Register

Have an account? Log in

Welcome To Expense
Tracker

| Add Expenses | Set Limit | View Records |

Item Name

Item Name
pizza

Quantity of item

Quantity
2

Cost of the item

Cost
400

Submit

| Add Expenses | Set Limit | View Records |

Monthly Amount Limit

Set Amount Limit
2000

Set Limit

| Add Expenses | Set Limit | View Records |

View Records

Item_Name: coke
Quantity: 3
Cost: 200

Item_Name: coke
Quantity: 3
Cost: 200

Item_Name: coke
Quantity: 3
Cost: 200

Item_Name: coke
Quantity: 3
Cost: 200

Item_Name: coke
Quantity: 3
Cost: 200

Item_Name: coke
Quantity: 3

| Add Expenses | Set Limit | View Records |

Monthly Amount Limit

Set Amount Limit

Set Limit

Remaining Amount: 200
Remaining Amount: 2000
Remaining Amount: 2000

| Add Expenses | Set Limit | View Records |

Advantages and Disadvantages:

Advantage:

It helps you keep track of your expenses.

It ensures your freedom and autonomy.

Users friendly.

Disadvantage:

A great disadvantage of money is that its value does not remain constant which creates instability in the economy.

Your cash savings may not cover certain expenses.

Application:

The money given by the Allotte to the Vendor at the time of making application for the flat.

Share Application monies should be received to a separate bank account, the balance of which should remain unutilised until allotment.

Conclusion:

The savings and other economical aspects   banks are the most reliable option for us where we can save,invest or borrow money by a given terms and conditions.

Future scopes:

The future enhancement for this app are
   • To add budget calculator.
   • To view records with more advanced options.
   • To add Annual expenses of every users.

Appendix:

SOURCE CODE:


```xml
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools">

    <application
        android:allowBackup="true"
        android:dataExtractionRules="@xml/data_extraction_rules"
        android:fullBackupContent="@xml/backup_rules"
        android:icon="@mipmap/ic_launcher"
        android:label="@string/app_name"
        android:supportsRtl="true"
        android:theme="@style/Theme.TravelApp"
        tools:targetApi="31">
        <activity
            android:name=".RegisterActivity"
            android:exported="false"
            android:label="RegisterActivity"
            android:theme="@style/Theme.TravelApp" />
        <activity
            android:name=".SingaporeActivity"
            android:exported="false"
            android:label="@string/title_activity_singapore"
            android:theme="@style/Theme.TravelApp" />
        <activity
            android:name=".ParisActivity"
            android:exported="false"
            android:label="@string/title_activity_paris"
            android:theme="@style/Theme.TravelApp" />
        <activity
            android:name=".BaliActivity"
            android:exported="false"
            android:label="@string/title_activity_bali"
            android:theme="@style/Theme.TravelApp" />
        <activity
            android:name=".MainActivity"
            android:exported="true"
            android:label="@string/app_name"
```

```xml
            android:theme="@style/Theme.TravelApp"/>
        <activity
            android:name=".LoginActivity"
            android:exported="true"
            android:label="@string/app_name"
            android:theme="@style/Theme.TravelApp">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />

                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>

</manifest>
```