Assignment 1:

Objective: Let's use all that we learned so far!

Use variables, math operators, string interpolation, user input, console output, and if/else statements to create a **simple personal budget planner** that helps a user track their monthly income and expenses and gives recommendations based on their spending.

Requirements (6%):

1. User Input

- Ask the user to input their monthly income.
- Ask the user to input three types of expenses: Rent, Food, and Entertainment.

Think what data type would be suitable for an amount of money. Then you can use Console.ReadLine() to store users' input in these variables.

2. Calculations

- Calculate the total expenses by adding all three expense amounts.
- Calculate the remaining balance by subtracting total expenses from income.

Advice: you don't have to initialize a new variable for each calculation.

3. Console Output & String Interpolation

• Display the income, expenses, and remaining balance using string interpolation in a nicely formatted message.

String interpolation just allows to variable right in the string without doing a bunch of +: Console.WriteLine (\$" words {variables}") instead of ("words" + variable + "words" + variable)

4. Decision Making (If / Else if / Else)

- o If the remaining balance is negative, display a message: "You are overspending. Consider reducing some expenses."
- If the remaining balance is between 0 and 500, display: "Your budget is tight. Spend carefully."
- If the remaining balance is more than 500, display: "You have some money left to save or invest."

You can do any other sentences

Extra Challenge (Sub-goal) (2%):

Add these functionalities to your code:

• The user needs to log in to their account using a PIN code.

- \circ Ask the user if they want to save 10% of their income. If yes, calculate and subtract it from their remaining balance and display the new balance.
- o If no, leave the balance as is.

Submit only your Program.cs file.

When submitting to Blackboard, name the file as: FirstName_LastName.cs