

Package com.mapmyjourney.backend.model

Class Expense

java.lang.Object[↗]
com.mapmyjourney.backend.model.Expense

@Entity
public class **Expense**
extends Object[↗]

Entidad que representa un gasto en un viaje. Un gasto tiene un monto total y se divide entre miembros del viaje. Inspirado en Splitwise/Tricount.

Constructor Summary

Constructors
Constructor
Description
<code>Expense()</code>

Method Summary

All Methods	Instance Methods	Concrete Methods
Modifier and Type		
Method		
Description		
<code>BigDecimal</code> [↗]		
<code>getTotalSplits()</code>		
Calcula el total de los splits.		
protected void		
<code>onUpdate()</code>		

Methods inherited from class java.lang.Object [↗]
<code>clone</code> [↗] , <code>equals</code> [↗] , <code>finalize</code> [↗] , <code>getClass</code> [↗] , <code>hashCode</code> [↗] , <code>notify</code> [↗] , <code>notifyAll</code> [↗] , <code>toString</code> [↗] , <code>wait</code> [↗] , <code>wait</code> [↗] , <code>wait</code> [↗]

Constructor Details

Expense
<code>public Expense()</code>

Method Details

onUpdate
<code>protected void onUpdate()</code>
getTotalSplits
<code>public BigDecimal[↗] getTotalSplits()</code>

Calcula el total de los splits. Debe coincidir con el amount.