<p style="text-align:center; color:#E8871E;">PROPOSED SOLUTION DAY 2</p>

Setting budgets for different time frames (Proposed)

Users can now set budgets for different time frames. For example, a user can have a monthly and weekly budget. This is to allow a user to segment his spending by weeks. Thus, even if the user has spent over the budget for this week, he could potentially spend lesser in the next week to make up for his overspending and keep within his budget for the month. This is illustrated by the images below.
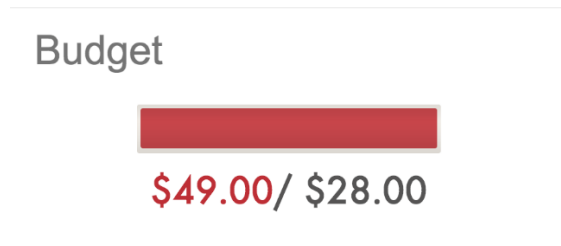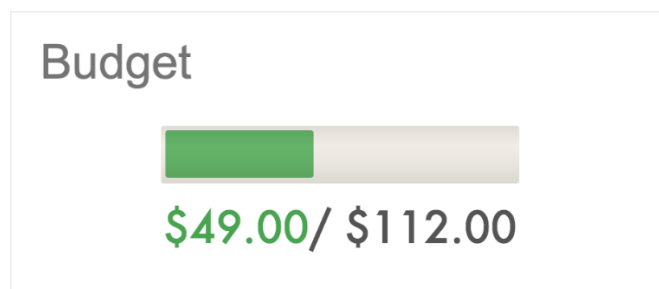

Diagram of a weekly budget

Diagram of a monthly budget

- `SEVERE` : Critical problem detected which may possibly cause the termination of the application

- `WARNING` : Can continue, but with caution

- `INFO` : Information showing the noteworthy actions by the App

- `FINE` : Details that is not usually noteworthy but may be useful in debugging e.g. print the actual list instead of just its size

- **GUI Tests** - These are tests involving the GUI. They include:

  o *System Tests* which test the entire App by simulating user actions on the GUI. These are in the `systemtests` package.

  o *Unit tests* which test the individual components. These are in `seedu.expensetracker.ui` package.