EXPENSE SPLITTER

IIHT

Time To Complete: 10 to 12 hr

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1 PROJECT ABSTRACT

In the dynamic realm of personal finance management, there's an increasing need for digital tools that simplify expense tracking and sharing among friends, family, or colleagues. The CEO of a startup specializing in financial solutions, Mr. X, tasks a team of developers with crafting an Expense Splitter Application using Angular.

Your Task is to develop a digital solution that empowers users to effortlessly record expenses, allocate costs among participants, and track settlements, fostering transparent and efficient expense management.

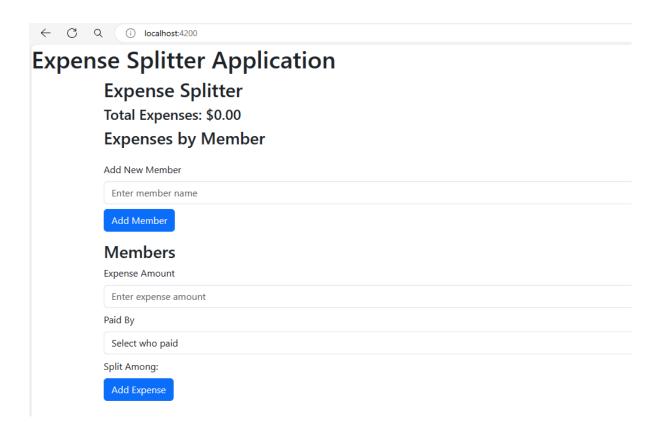
2 PROBLEM STATEMENT

"Expense Splitter" is a Single Page Application (SPA) that empowers users with an interactive interface that enables them to record expenses, add participants, define payment shares, and monitor settlement statuses.

3 Proposed Expense Splitter Application Wireframe

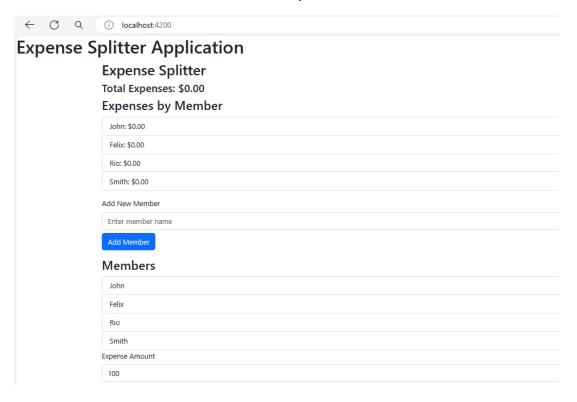
UI needs improvisation and modification as per given use case and to make test cases passed.

3.1 WELCOME PAGE



3.2 SCREENSHOTS

*** Add Members & Expense Amount***



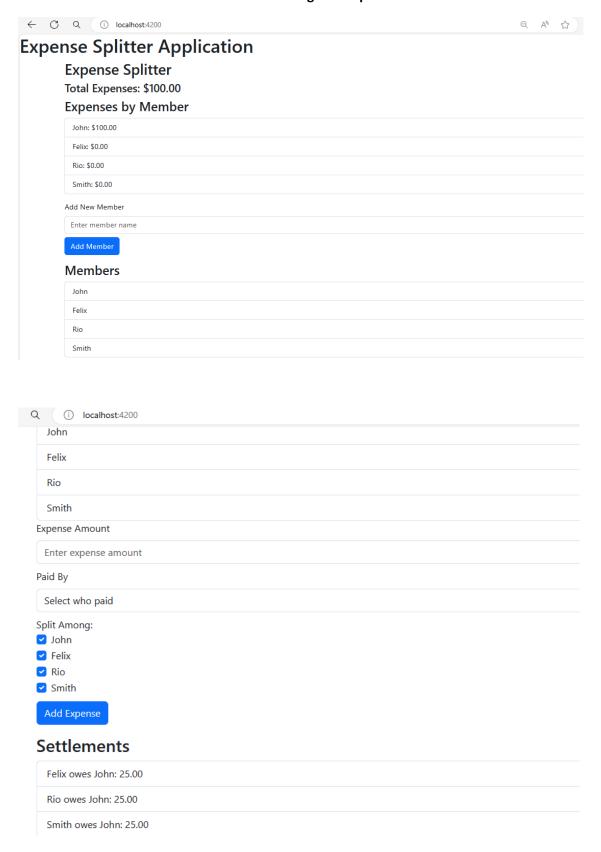
*** Paid By***



*** Split Among***

Q i localhost:420	0					
Add New Melliner						
Enter member name						
Add Member						
Members						
John						
Felix						
Rio						
Smith						
Expense Amount						
100						
Paid By						
John						
Split Among:						
John						
Felix						
✓ Rio						
✓ Smith						
Add Expense						

*** After Clicking Add Expense***



4 Business-Requirement:

As an application developer, develop the Expense Splitter (Single Page App) with below guidelines:

User Storv #	User Story Name	User Story
Story # US_01	Welcome Page	As a user I should be able to visit the welcome page as the default page. Acceptance criteria: 1. Should have "Expense Splitter Application" as heading in h1. 2. Should have "Expense Splitter" as heading in h2 and "Expenses by Member", "Members", "Settlements" as heading in h3 and "Total Expenses: " as heading in h4. 3. Users should be able to add members using the "Add Member" button. 4. Users should be able to specify the expense amount, who paid (selected from a dropdown), and which members the expense should be split among (with checkboxes) as showcased in screenshots. 5. Users should be able to see the total expenses and settlements after clicking the "Add Expense" button,
		indicating who needs to pay whom and how much.

5 Constraints

1. You should be able to press the "TAB" key and "SHIFT + TAB" to navigate from top field to bottom field and vice-versa.

6 MANDATORY ASSESSMENT GUIDELINES

- 1. All actions like build, compile, running application, running test cases will be through Command Terminal.
- To open the command terminal the test takers, need to go to
 Application menu (Three horizontal lines at left top) -> Terminal ->New Terminal.
- 3. This editor Auto Saves the code.
- 4. These are time bound assessments the timer would stop if you logout and while logging in back using the same credentials the timer would resume from the same time it was stopped from the previous logout.
- 5. This is a web-based application, to run the application on a browser, use the internal browser in the workspace. Click on the second last option on the left panel of IDE, you can find Browser Preview, where you can launch the application.

Note: The application will not run in the local browser

- 6. You can follow series of command to setup Angular environment once you are in your project-name folder:
 - a. npm install -> Will install all dependencies -> takes 10 to 15 min.
 - b. npm run start -> To compile and deploy the project in browser. You can press the <Ctrl> key while clicking on localhost:4200 to open the project in the browser -> takes 2 to 3 min.
 - c. npm run test -> to run all test cases. It is mandatory to run this command before submission of workspace -> takes 5 to 6 min.
- 7. Once you are done with development and ready with submission, you may navigate to the previous tab and submit the workspace. It is mandatory to click on "Submit Assessment" after you are done with code.