EXPENSE TRACKER

IIHT

Time To Complete: 10 to 12 hr

CONTENTS

1	Problem Statement	3		
2	Proposed Expense Tracker Wireframe	2		
2	2.1 Welcome page	2		
3	Business-Requirement:			
4	Constraints			
5	Mandatory Assessment Guidelines	ϵ		

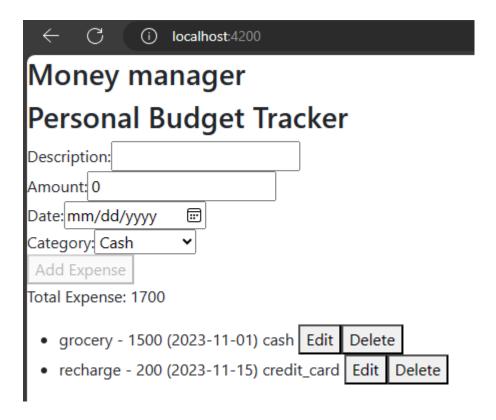
1 PROBLEM STATEMENT

Expense Tracker is a SPA (Single Page Application) that allows users to manage their expenses. Users can input their data, specify the details and see all expenses with a total amount.

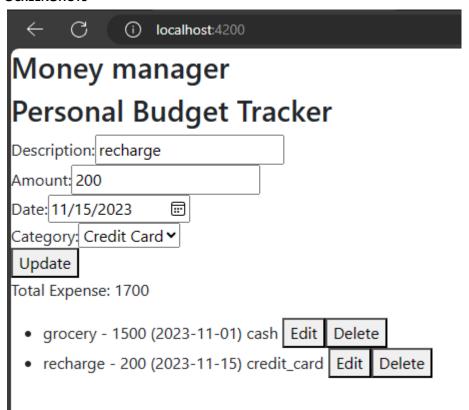
2 Proposed Expense Tracker Wireframe

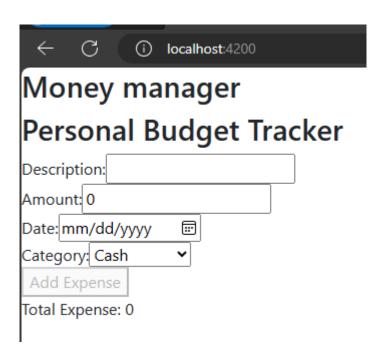
UI needs improvisation and modification as per given use case and to make test cases passed.

2.1 WELCOME PAGE



2.2 SCREENSHOTS





3 Business-Requirement:

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

US_01 Welcome Page As a user I should be able to visit the welcome page as default page. Acceptance criteria: 1. Should be able to see a form to add expense with fields for	User Story #	User Story Name	User Story
Description, Amount, Date and Category. 2. The "Add Expense" button should be disabled by default, and should be enabled when you fill all fields. 3. Should be able to see the Edit and Delete option to edit and delete any expense respectively. 4. Should be able to see "Total Expense".		Welcome Page	 Acceptance criteria: Should be able to see a form to add expense with fields for Description, Amount, Date and Category. The "Add Expense" button should be disabled by default, and should be enabled when you fill all fields. Should be able to see the Edit and Delete option to edit and delete any expense respectively.

4 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.
- 2. On clicking the "Add Expense" button, a new expense must be added.

5 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. If you want to exit(logout) and continue the coding later anytime (using Save & Exit option on Assessment Landing Page) then you need to use CTRL+Shift+B-command compulsorily on code IDE. This will push or save the updated contents in the internal git/repository. Else the code will not be available in the next login.
- 5. 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.
- 6. 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

- 7. 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
 - npm run start -> To compile and deploy the project in browser. You can press <Ctrl> key while clicking on localhost:4200 to open project in 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
- 8. You may also run "npm run jest" while developing the solution to re-factor the code to pass the test-cases.
- 9. 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.
- 10. You need to use CTRL+Shift+B command compulsorily on code IDE, before final submission as well. This will push or save the updated contents in the internal git/repository, and will be used to evaluate the code quality.