

# **Expense App - Report**

03-60-420

Mobile Application Development

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by

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## 1 Introduction

The objective of the Expense App project is to create a dynamic and interactive Expense App using the skills and concepts we have learned in the mobile application development class. The main goal of this app is to improve a person's financial lives by allowing them to create accounts, input transactions and keep track of their spending.

## 2. Walkthrough of the Expense App

Here are some screenshots that explain the working and development of the Expense App.

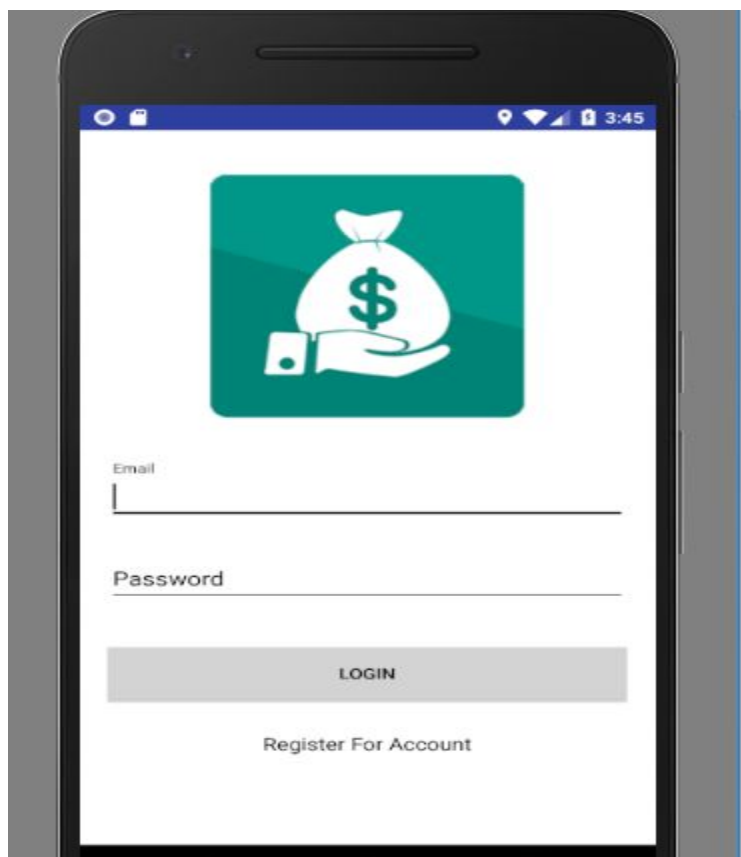


Figure 1

In Figure 1 we can see the main login page. Here the users will have to login to access their account.



Fig 2

In figure 2 we have the next page where the user can set up their account after they login.

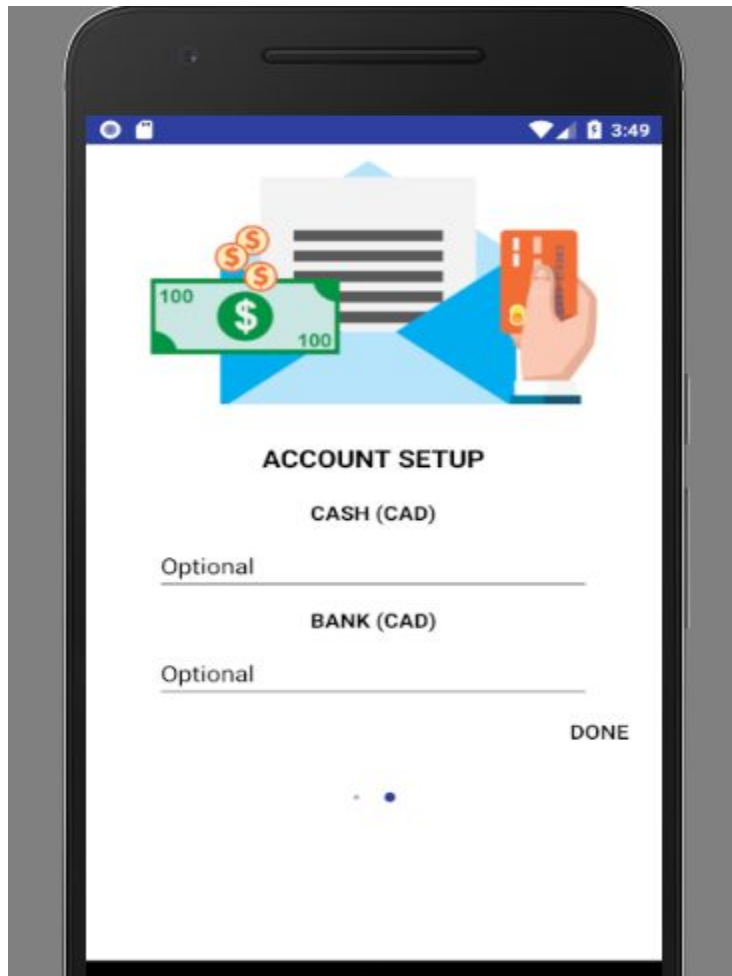


Fig 3.

In figure 3 the user will have an option to set up their account with their proper bank account details.

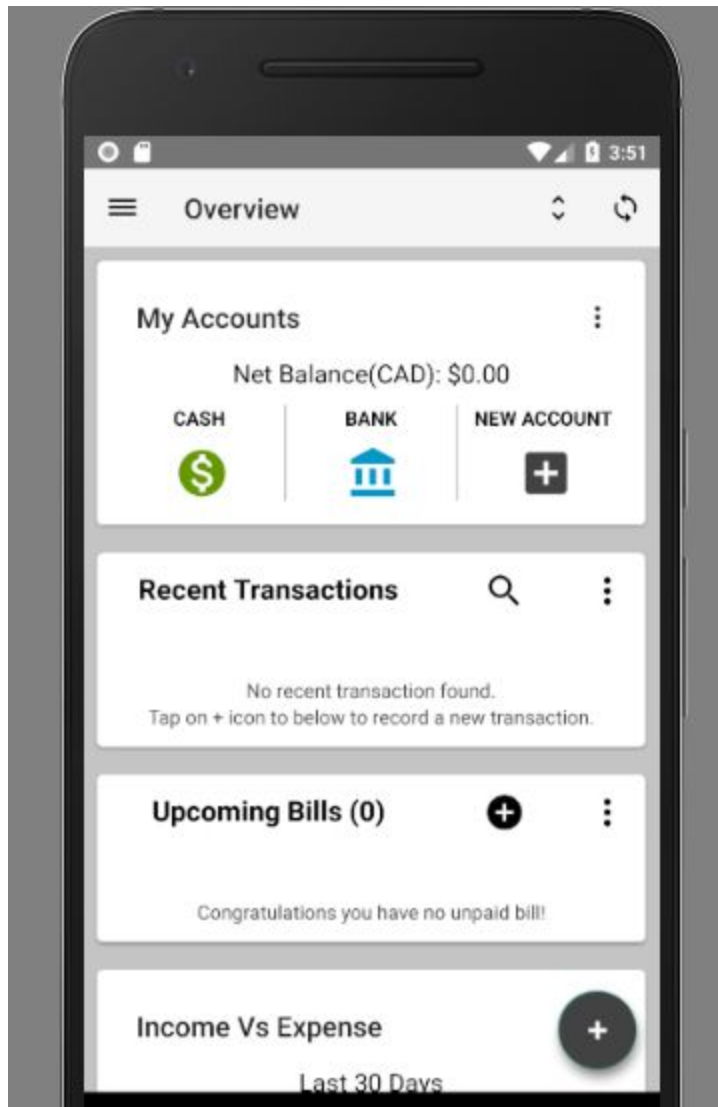


Fig 4.

In figure 4 we see the main overview page that gives the overview of the users account.

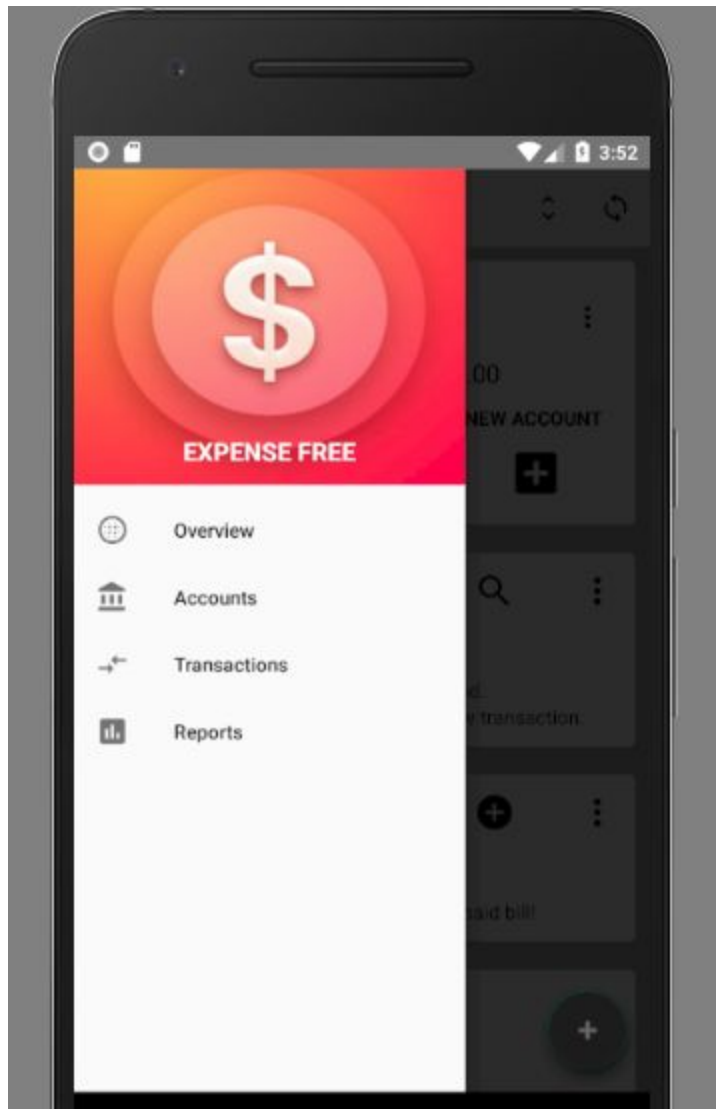


Fig 5.

The options for a user account.

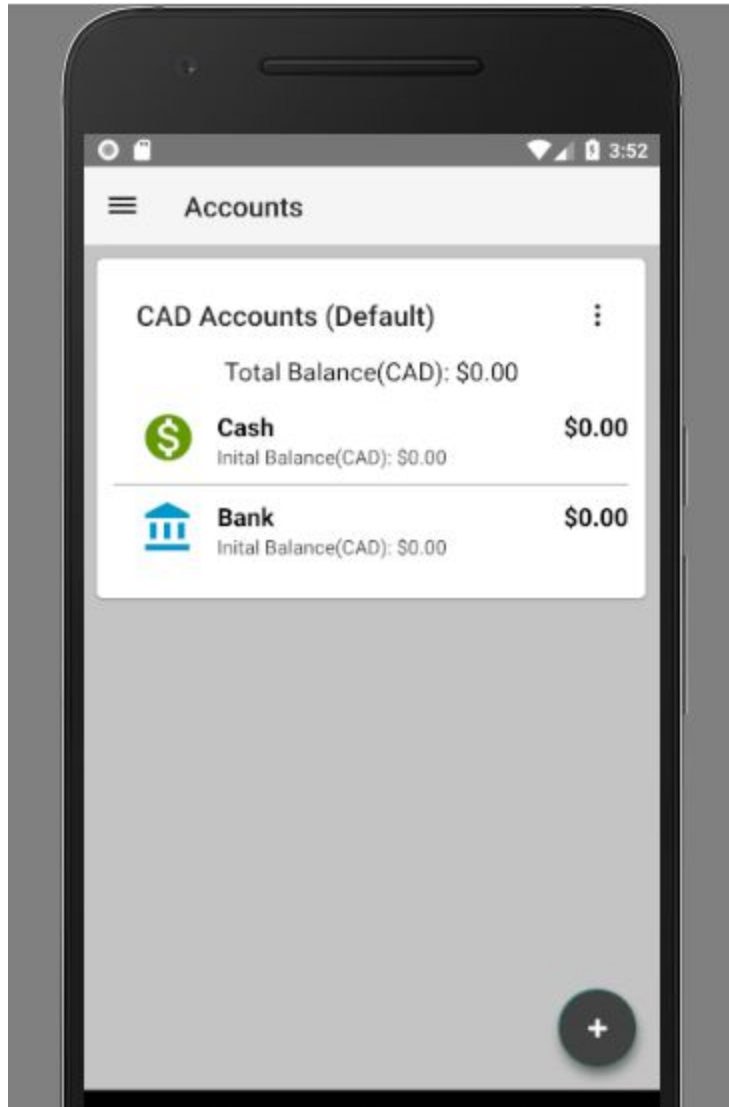


Fig 6.

The user accounts details page.

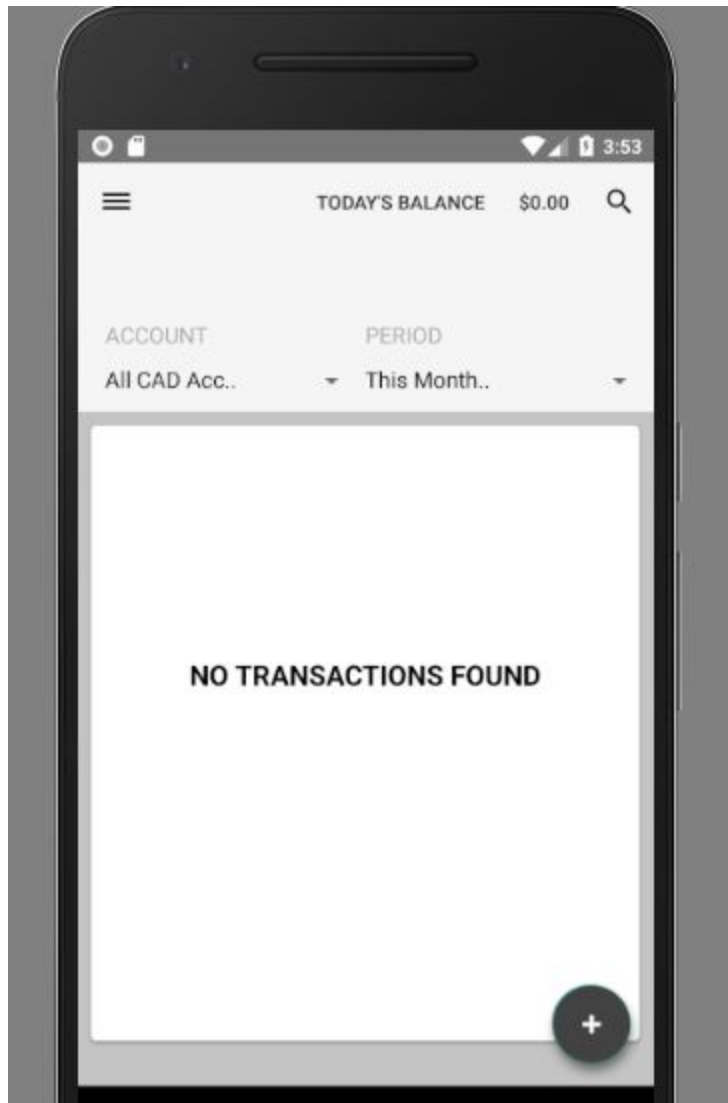


Fig 7.

The user transaction details page.



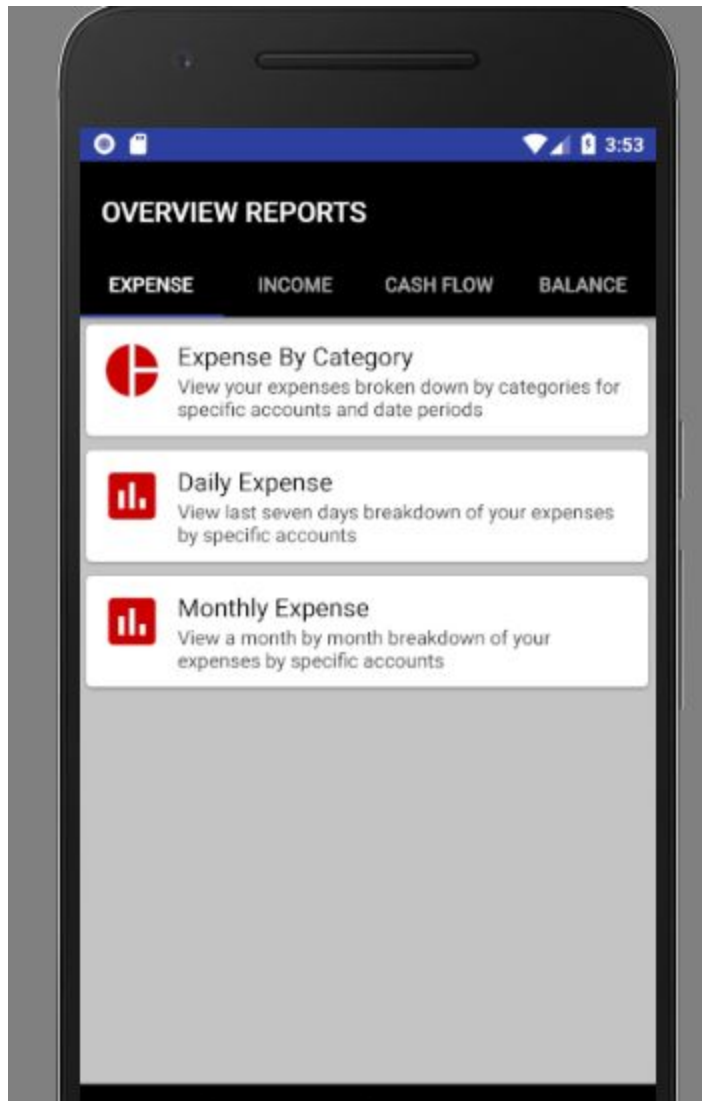


Fig 8.

The user account reports page

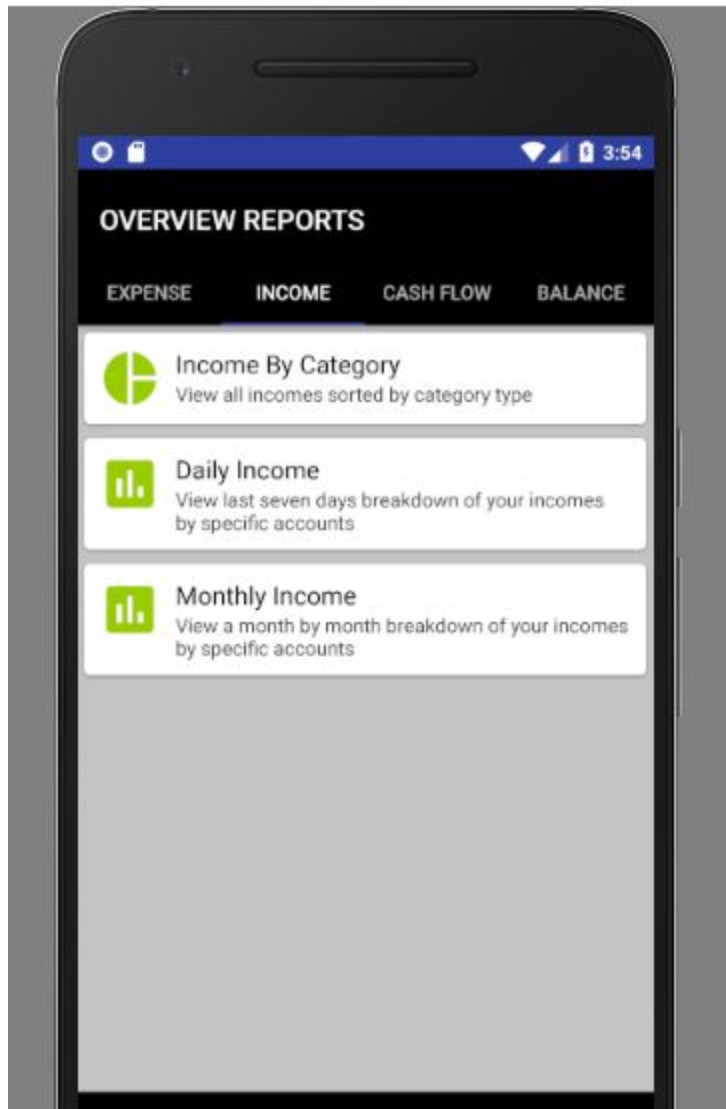


Fig 9.

The user income reports page and details.

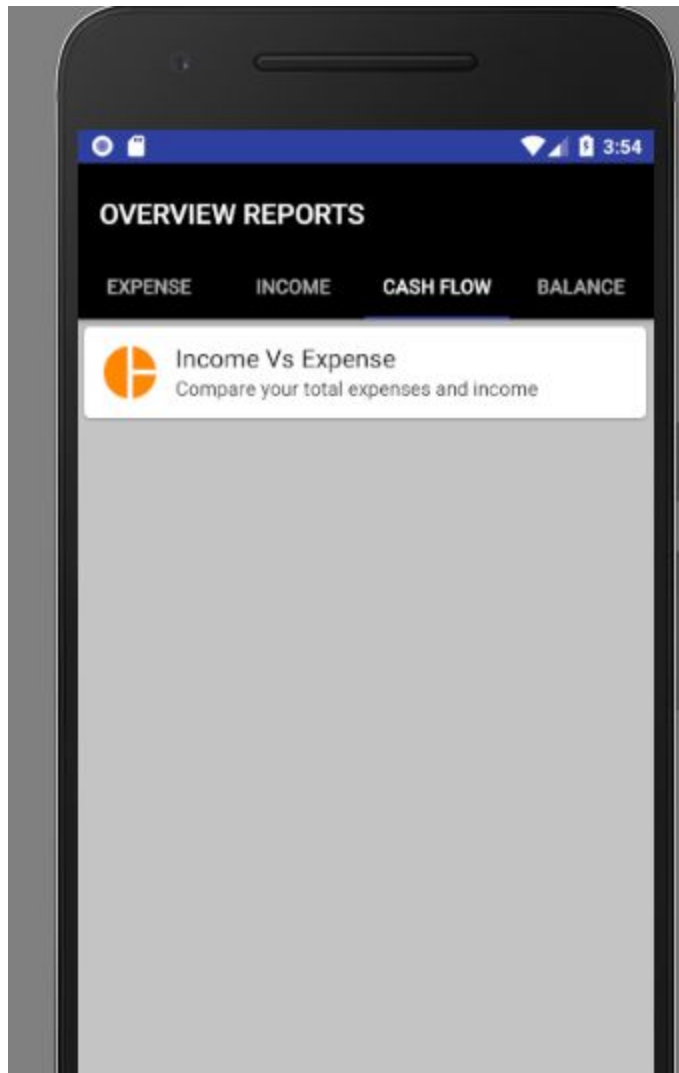


Fig 10.

The user cash flow in the account reports.

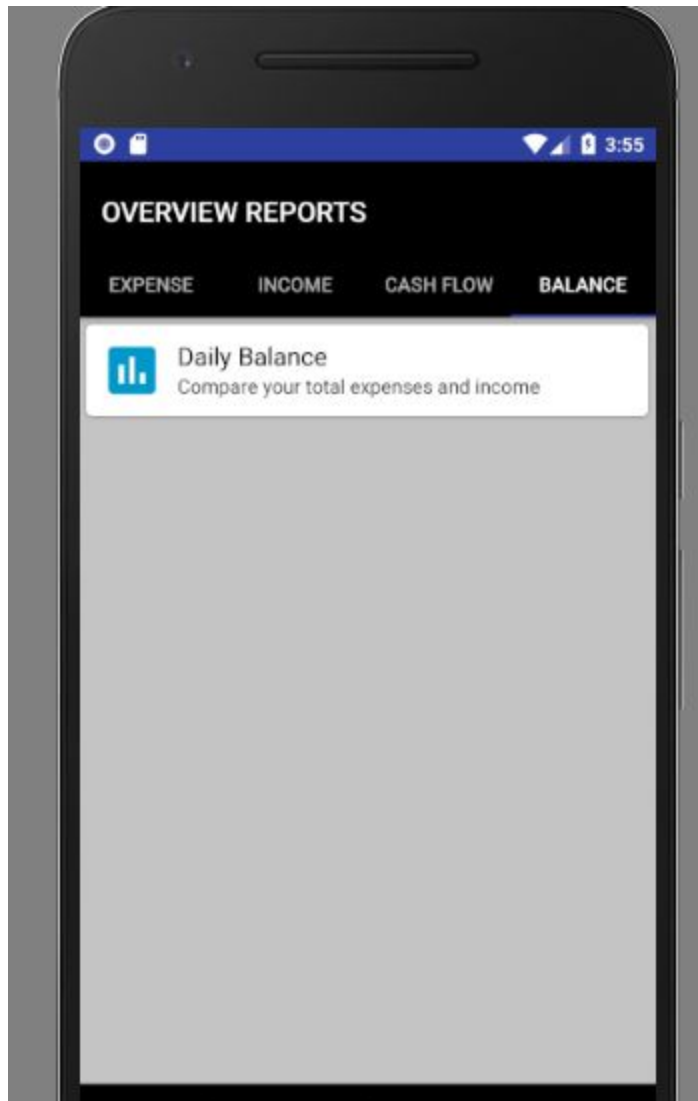


Fig 11.

The user daily balance reports.

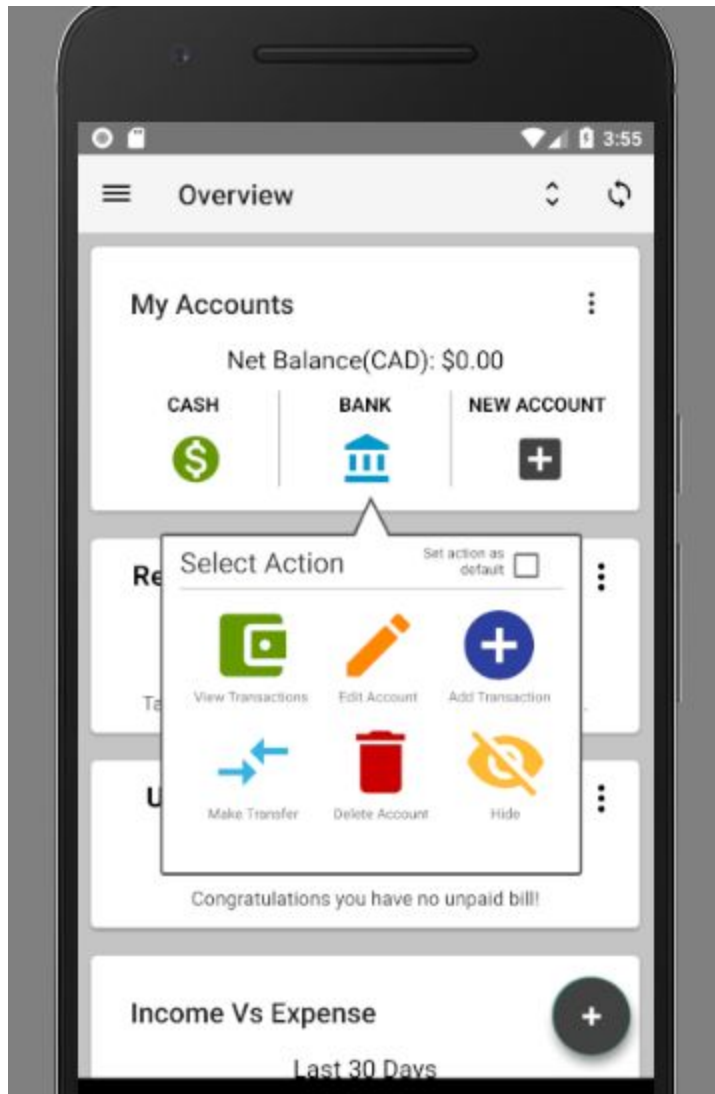


Fig 12.

This allows user to add details to their bank account.

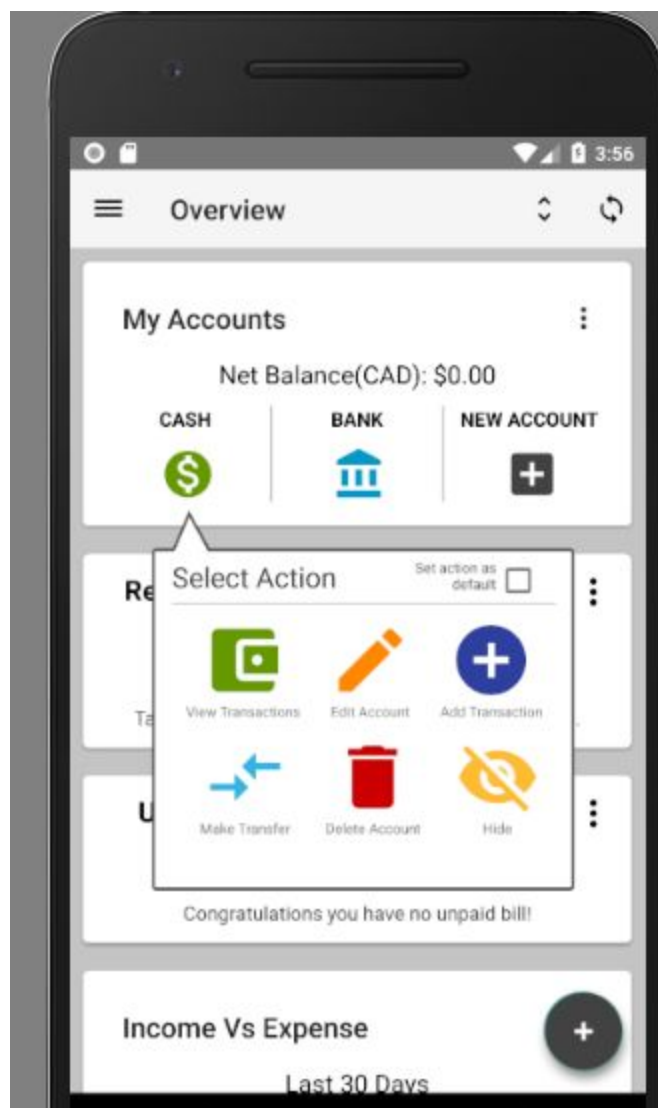


Fig 13.

Allows user to add details to their account.

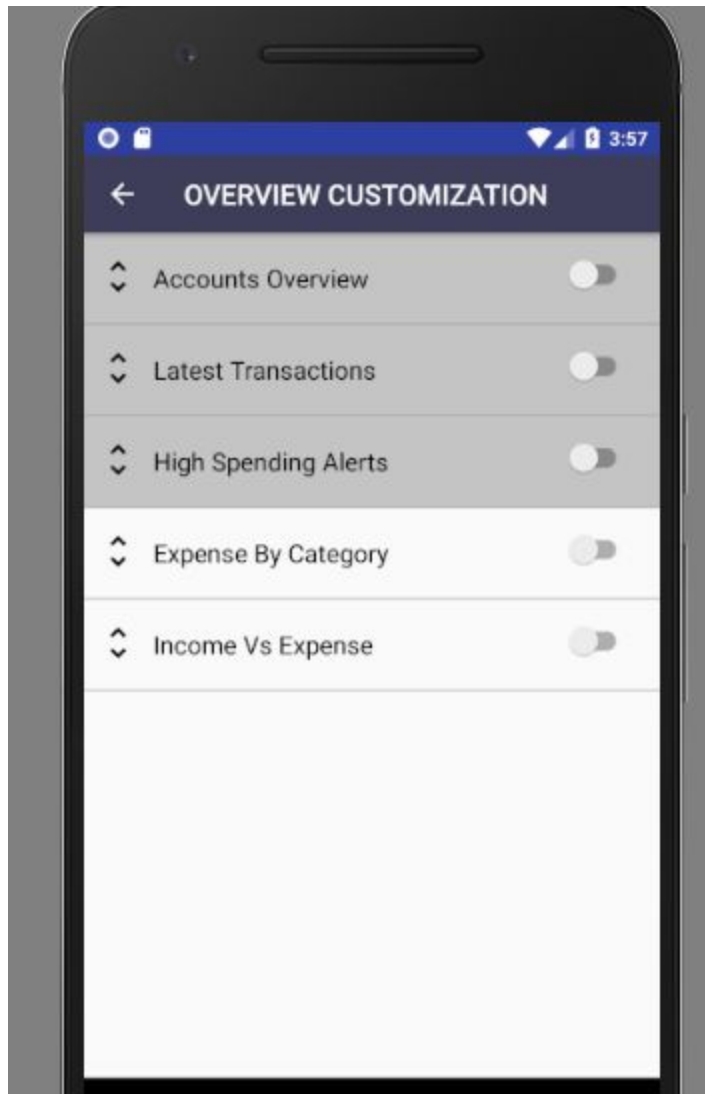


Fig 14.

The overview customization page