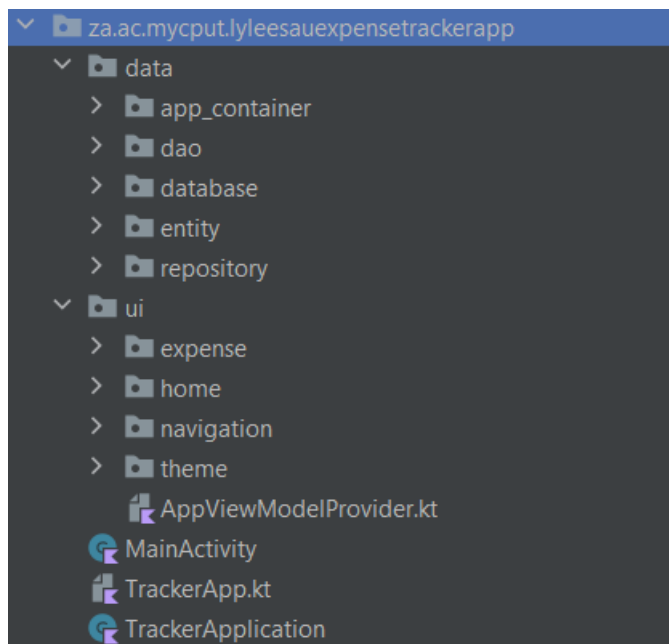


Code Documentation:

Expense Tracker App:

Code Architecture:



The code has been organized into two layers. The Data Layer and the User Interface Layer to separate the front end from the back end.

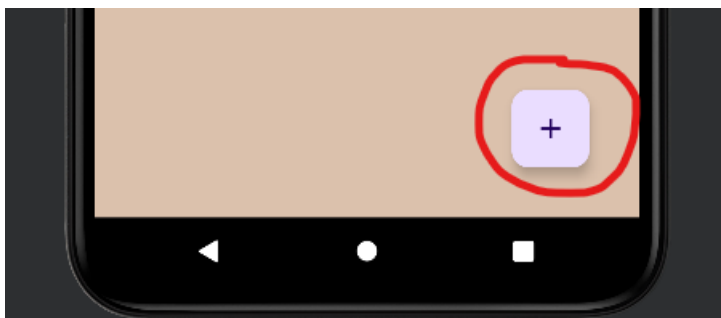
App Screenshots:

Home Page:



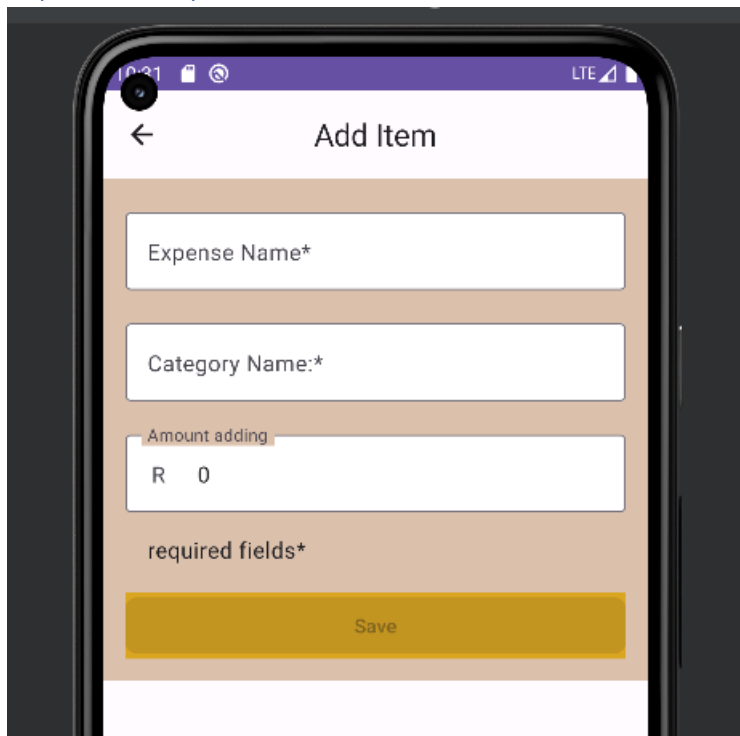
This is the landing page when you open the app. It will display an empty list for you to add expenses. The text in the top part will prompt you to add a text.

Add Button:



The Button on the bottom right is used to redirect you to a form where you can fill in your expense's information.

Expense Entry Form:



The image shows a smartphone screen displaying an "Add Item" form. The form has a light beige background and is set against a dark grey phone frame. At the top, there is a purple status bar with the time "10:21", signal strength, and battery level. Below the status bar is a white header bar with a back arrow on the left and the title "Add Item" in the center. The form contains three input fields: "Expense Name*" (with an asterisk indicating it is required), "Category Name:*" (also with an asterisk), and "Amount adding" (with a small grey label above it). The "Amount adding" field contains the text "R 0". Below these fields, the text "required fields*" is displayed. At the bottom of the form is a large, solid yellow button labeled "Save".

This page will then pop up once the button is clicked. You can then populate the fields with your desired information.