**Week 3 creation expense tracker**

code appears to be an Expense Tracker program written in Python. It allows users to add expenses, view a list of all expenses, and view a summary of monthly expenses by category. The data is stored in a JSON file, and the program reads and writes to this file to maintain the user's expense data.

Here's a brief overview of the key components:

ExpenseTracker Class:

• Constructor (\_\_init\_\_): Initializes the expense tracker with an empty list of expenses and an empty set of categories. It then calls load\_data to load any existing data from the 'expenses.json' file.

• load\_data method: Loads expense data from 'expenses.json' if the file exists.

• save\_data method: Saves the current state of expenses and categories to 'expenses.json'.

• add\_expense method: Adds a new expense to the tracker with the provided amount, description, and category. It then saves the updated data using save\_data.

• view\_expenses method: Prints a list of all expenses, including the date, amount, description, and category.

• view\_summary method: Prints a summary of monthly expenses by category.

• run method: Provides a simple command-line interface for users to interact with the expense tracker. It includes options to add expenses, view all expenses, view a summary, and exit the program.

Main Block (`if name == "main":):

• Creates an instance of the ExpenseTracker class.

• Invokes the run method to start the program.

Data Storage:

Expense data is stored in a JSON file ('expenses.json').

Data is loaded from this file when the program starts, and it is saved back to the file after each modification (adding a new expense).

The User Interface:

program presents a simple command-line menu with options to add expenses, view all expenses, view a monthly summary, or exit the program.

User input is used to determine the action to be taken.