The idea for the program is to create a program which keeps track of how much the user spends on things. The main interface for the program will have two buttons. The first button will allow the user to add a new purchase to their purchase history. When adding a purchase, the user can select the type of purchase (for example: food, gas, clothes, entertainment). After selecting the type of purchase, the user can enter a name for the purchase, details about the purchase, and the price of the purchase. When all of these details are entered, the user will be asked to confirm that the details are correct. The purchase will then be stored with all of the user’s other purchases in a database.

The second button will allow the user to view a visual representation of their purchase history. The user will be able to select either a list or graph. The user will have the options to view which categories are displayed. For example, the user can toggle only entertainment and food to be displayed. After the categories are selected, the purchases will be shown in either a list or a graph. The list option simply lists all of the purchases of the selected types in a list. The graph option will display graphs which show the amount of money spent on a category each day of the month.

I think a program like this would be useful because it could help someone keep track of how much money they spend. More importantly, it could show someone how their money is really being spent.