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| Photo displaying partial image of two pie charts on a canvas-textured page |
| Mobile App Development  ExpendiTrak |
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# Executive Summary

There’s no doubt that mobile phones have become a major part of our lives. Mobile applications don’t just come in the form of games like they used to, they have expanded exponentially ranging from the simplest form of games, to home design, reading materials, shopping and so much more. It was almost natural that being enrolled in an Information Technology course I would be tasked with developing an app of my own. In the modern world there are many aspects to developing applications and launching them whether it’s the database, security or the platform the app is developed on. For this project I developed my app on the developer platform Android studio, which is the official Integrated Development Environment for Android. It’s a fantastic platform with many features to that enhance the experience of building an application. With the amount of applications on the market, researching the type of application I wanted to build very easy. I downloaded a variety of applications and tested them out before deciding on my own build. It was also very fascinating to delve into the market just to see the various applications that are out there as I wouldn’t have done this before the project.

# ExpendiTrak

The application I decided to develop was an expense tracker application. I came about the idea to develop this type of application because I was thinking of a way I could track the amount of money I spend during a period of time and help me to assess how I could make changes to my lifestyle to save money. I find once a person creates a visual of the amount of expenses they create it helps them to think about how they spend their money and what changes they can make in the future if they can. Once I decided on the idea I then began to research similar applications on the google playstore. I searched and downloaded various expense tracking applications and studied their layouts and what they offered their users in functionality. Two applications stood out to me on the market and they are:

* Expensify

<https://play.google.com/store/apps/details?id=org.me.mobiexpensifyg&gl=IE>

* Money Manager

<https://play.google.com/store/apps/details?id=money.expense.budget.wallet.manager.track.finance.tracker&gl=IE>

I downloaded these apps and used them as research for my own build. Both of these apps offer fantastic services for its users. The main functions of the money manager app I focused on for my project was the CRUD aspects of it. How to create, read, update and delete expenses the user makes. I found the user interface of the applications quite easy to use and wanted to have this affect in my application.

For my application I decided that once the user selects the app they are brought to a page where all of their expenses are shown with the names of the merchants and how much they spend. I used a button on this page for the user to create an expense. Once the user decides to create an expense and selects this option they are brought to another page where they are required to fill out 3 pieces of information:

1. Merchant Name.
2. Date of purchase.
3. Total.

The user then must select another button to create this expense where it then shows up on the first page as an expense.