

MONEY MATTERS

A PERSONAL FINANCE MANAGEMENT APP

DESCRIPTION

A Personal Finance Management App is a mobile or web-based application designed to help individuals manage their finances more effectively. It provides tools and features to track income, expenses, savings, investments, and financial goals. The goal of such an app is to simplify financial management, provide insights into spending habits, and promote better financial decision-making.

OBJECTIVE:

The Objective of the Personal Finance Management App is to help users take of their financial health by offering an intuitive platform for tracking income, expenses, budgeting, and goal setting. The app aims to simplify money management, provide personalized financial insights, and improve financial literacy,

FUNCTIONALITIES:

The Personal Finance Management App enables users to track expenses, set budgets, manage financial goals, monitor income and investments, receive personalized insights, and generate reports, all while ensuring secure data protection.

ADDITIONAL REQUIREMENTS:

.The Personal Finance Management App include seamless integration with bank accounts and financial institutions, real-time transaction syncing, multi-platform support (iOS, Android, web), advanced data encryption for security, and a user-friendly interface suitable for all financial literacy levels.

MAIN ACTIVITY:

```
Import android.annotation.SuppressLint
import android.content.Intent
import android.os.Bundle import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.Image
import androidx.compose.foundation.layout.*
import androidx.compose.material.*
import androidx.compose.runtime.*
import androidx.compose.ui.Alignment
```

```
import androidx.compose.ui.Modifier
import androidx.compose.ui.graphics.Color
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.text.font.FontWeight
import androidx.compose.ui.text.style.TextAlign
import androidx.compose.ui.tooling.preview.Preview
import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.sp
import com.example.expensetracker .ui.theme.
ExpensesTrackerTheme
```

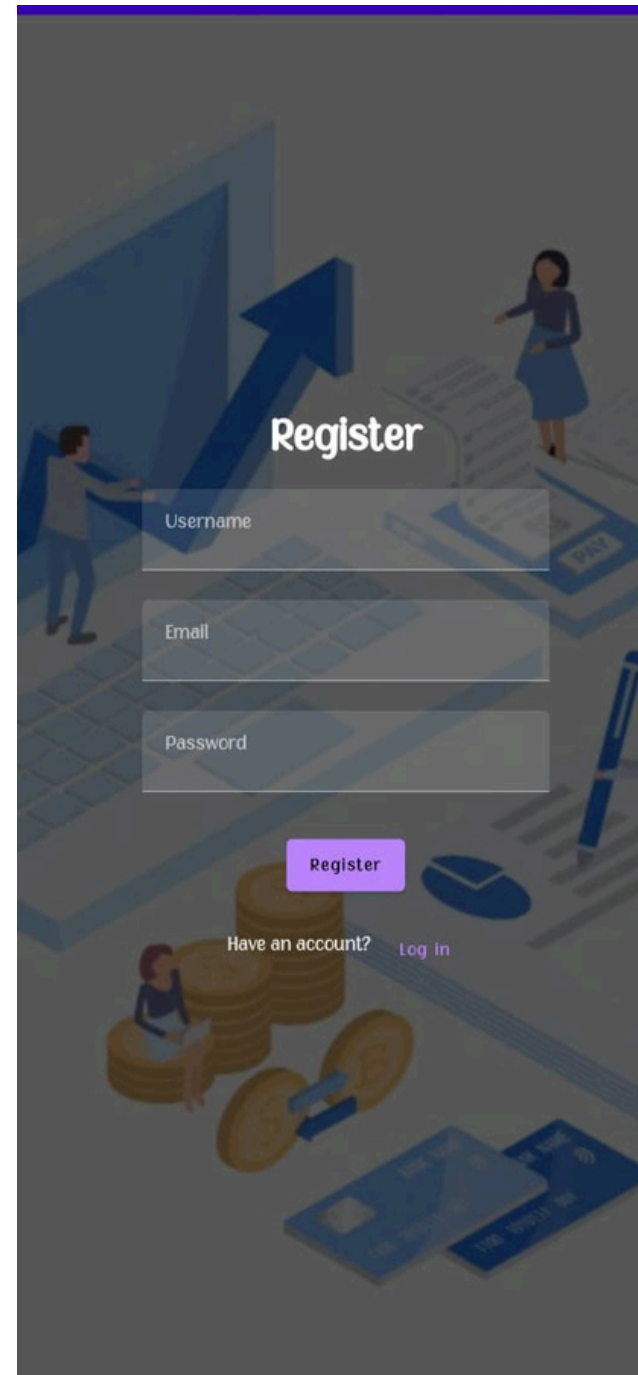
class MainActivity:

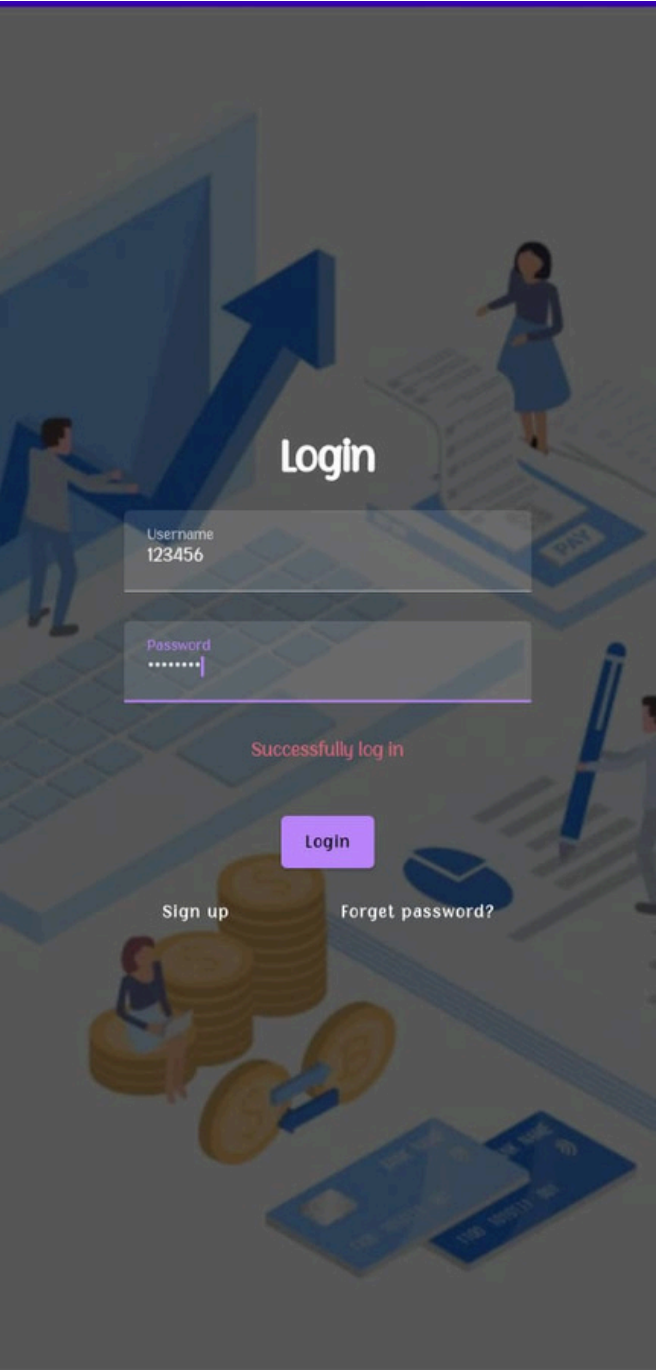
```
ComponentActivity() { @SuppressWarnings("UnusedMaterialScaffoldPaddingParameter")
    override fun onCreate(savedInstanceState: Bundle?) {
    super.onCreate(savedInstanceState) setContent { Scaffold(
        // in scaffold we are specifying top bar. bottomBar = {
        // inside top bar we are specifying
        // background color.
        BottomAppBar(background-color = Color(0xFFadbf4)
            modifier = Modifier.height(80.dp),
            // along with that we are specifying
            // title for our top bar. content = {
            Spacer(modifier = Modifier.width(15.dp)) Button(
            onClick = {startActivity(Intent(applicationContext,
                AddExpensesActivity::class.java))},
            colors = ButtonDefaults.buttonColors(background-color =
                Color.White),
            modifier = Modifier.size(height = 55.dp, width = 110.dp)
```

```
        Spacer(modifier = Modifier.width(15.dp)) Button(onClick = { startActivity(Intent(
            applicationContext,SetLimitActivity::class.java))},
            colors = ButtonDefaults.buttonColors(backgroundColor = Color.White), modifier =
            Modifier.size(height = 55.dp, width = 110.dp)) {
            Text( text = "Set Limit", color = Color.Black, fontSize = 14.sp, textAlign = TextAlign.Center)}
            Spacer(modifier = Modifier.width(15.dp))}
        Button(onClick = startActivity( Intent ( applicationContext,ViewRecordsActivity::class.java)))
            colors = ButtonDefaults.buttonColors(backgroundColor = Color.White), modifier =
            Modifier.size(height = 55.dp, width = 110.dp)){
            text(text = "View Records", color = Color.Black, fontSize = 14.sp, textAlign = TextAlign.Center)}}
    {Mainpage }}
    }
}
```

```
@Composable
fun MainPage() { Column(
    modifier = Modifier.padding(20.dp).fillMaxSize(),
    verticalArrangement = Arrangement.Center,
    horizontalAlignment = Alignment.CenterHorizontally)
    { Text(text = "Welcome To Expense Tracker",
        fontSize = 42.sp, fontWeight = FontWeight.Bold,
        textAlign = TextAlign.Center)
        Image(painterResource(id = R.drawable.img_1),
            contentDescription = "",
            modifier = Modifier.size(height = 500.dp, width = 500.dp)) } }
```


OUTPUT :





Item Name

Item Name
Food

Quantity of Item

Quantity
3

Cost of the Item

Cost
300

Submit

Add Expenses

Set Limit

View Records

Monthly Amount Limit

Set Amount Limit

1000

Set Limit

Remaining Amount: 10000
Remaining Amount: 10000
Remaining Amount: 10000
Remaining Amount: 10000
Remaining Amount: 10000
Remaining Amount: 10000

Add
Expenses

Set Limit

View
Records

View Records

Item_Name: expenser tracker
Quantity: 3
Cost: 1000

Item_Name: expenser tracker
Quantity: 3
Cost: 1000

Item_Name: expenser tracker
Quantity: 3
Cost: 1000

Add Expenses

Set limit

View Records

