**The Expense Manager**

# Project Aims / Objectives:

**1. User-Friendly Interface**

"Design an easy-to-use console interface that allows users to interact without confusion, even if they’re not tech-savvy."

* Think menus, clear prompts, and helpful instructions.
* Maybe add a touch of ASCII art for ✨aesthetic✨

**✅ 2. Add & Track Expenses**

"Allow users to input daily/weekly/monthly expenses categorized by type (e.g., Food, Travel, Shopping, Bills, etc.)."

* This is the *core* functionality
* Keep a structure like: Date | Category | Amount | Note

**✅ 3. Flexible Categorization**

"Enable users to create custom categories based on their needs."

* Not everyone spends the same way — let 'em personalize it!

**✅ 4. Monthly Summary / Reports**

"Generate basic reports to summarize total spending by category or time period."

* Maybe use a table-style summary
* Could even add a basic bar-graph using text! (I'll help with that if you want 👀)

**✅ 5. Data Persistence**

"Allow users to save and load their data using files, so their expenses don’t vanish when they close the program."

* File I/O (saving as .txt or .csv)
* Very practical, very necessary

**✅ 6. Secure & Private**

"Provide basic user login or PIN system for personal privacy."

* Optional, but super cool for brownie points 🍫
* You can simulate a simple username/password check

**✅ 7. Portable Design**

"Ensure the application runs smoothly on any system with C++ support, with minimal dependencies."

* Since you're using only C++, it’ll be CLI-based and easy to port