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Intelligent Expense Manager

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Acknowledgements

Abstract

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# Introduction

Finance management is one of the most common problem different subjects encounter daily. Companies manage their finances, analyse their incomes and outcomes in order to distribute their assets better and gain more profit from their business. Ordinary people also have to control their money. Algorithm is similar, but they operate with smaller amounts and have less rules and risks in their mundane life. However, inefficient control of money can lead individuals to dramatic consequences. High overspendings and approaching mandatory bills, such as rent, can force individuals to seek for credit. For instance, it can be overdrafts, personal loans, payday loans. Some types of credit have very high interest rate and if they are not paid in full at the end of the term additional fees can be charged from the debtors. It results to further expenditures and in the worst case it may bring individuals into loan cycle; this is the situation when person takes new loan just to pay the previous one. Loan cycles are very dangerous and can lead to severe financial problems.

Taking everything into account, expense management is a very important aspect of welfare and people should be able to deal with it easily and efficiently. This project investigates the existing accounting solutions and focuses on building the prototype which attempts to improve the competitors’ applications to provide better experience and results for individuals in money management. The report contains seven chapters and is organised as follows. Chapter one contains an overview of existing solutions and presents the necessary background information. Chapter two introduces the requirements for the building application. Chapter three and four discuss design and implementation issues and challenges. In chapter five the implemented software is evaluated. Finally, chapters six and seven conclude the paper and describe the future improvements of the project.

# 1. Background research

## 1.1 Analysis of flagships’ accountancy solutions

The problem of finance management is not new, and plenty solutions have been already developed to address it. To learn more about important issues and aspects of accounting, the large business solutions from flagship corporations have been investigated and analysed. These solutions are oriented on mainly large and medium-sized businesses and are quite expensive. Companies which can afford those solutions have many complex processes to maintain; therefore, by buying accounting solutions they can gain greater control of their finances, automate routine tasks and as a result make better decisions over time. Many experts and developers have been working on the flagships’ solutions for years, so their analysis might help to discover essential capabilities and give an idea of vital features which can be inherited to help ordinal individuals with tighter budgets.

Solutions of four corporations have been investigated: SAP, Oracle, Microsoft and Sage. The products of the first two companies (SAP, Oracle) are mainly intended for large and medium-sized enterprises, whereas the last two company (Microsoft, Sage) focuses on small and medium-sized. These companies do not provide free trial versions to individuals, so the analysis was done only by examining the information from their websites and official handbooks.

### 1.1.1 SAP accountancy solutions

SAP SE (Systems Application & Products in Data Processing) is a multinational software corporation that makes enterprise software to manage business operations and customer relations. (1) SAP website is very good structured and contains videos which describe the main features and benefits of their solutions. Some videos show parts of the workflow of mobile and/or desktop applications; this gives quite accurate representation of the products.

SAP Business Network Group includes Concur Technologies (2) which offer three interesting products:

1. Concur Expense;
2. Concur Travel;
3. Concur Invoice.

All these solutions integrate with the world most popular finance systems. Moreover, SAP provides a combination of their two products: Concur Travel & Expense.

Concur Expense presents automated, fast and accurate expense management. (3) It captures data from credit card transactions, e-receipts and receipt photos, automatically categorises and maps expenses and enforces policy compliance. Concur expense helps to get accurate and on-time expense reports which can be easily reviewed and approved by managers.

Concur Travel focuses on corporate travels and helps to simplify their bookings and control company costs. (4) The system provides searching and booking of flight, hotel, rental car and rail using multiple global distribution systems. Employees can attach receipt photos of their trip expenses; additionally, trip expenses are automatically imported from e-receipts and credit cards charges. These data collection methods help to create practically complete report which employees just need to submit after they return home.

The last product, Concur Invoice, aims to automate the invoice processing which helps company to reduce costs and achieve larger control over accounts payable. (5) The solution manages requests, requires validating of purchase requests before spending and matches invoices to received goods and services, saving companies time and money. Intelligence monitoring tools give organization complete visibility of employees’ expenditures and help better forecast cash, time payments and identify additional vendor savings and discounts.

### 1.1.2 Oracle accountancy solutions

Oracle Corporation is an American multinational computer technology corporation which specialises primarily in developing and marketing database software, cloud engineering systems and enterprise software products. (6) Oracle website has a complex structure which leads to difficulties in finding necessary solutions. It does not provide videos of specific products demonstration; only abstract description of benefits and main features is available. Consequently, it was hard to form concrete opinion about Oracle products and imagine how they should work. If the company is interested in purchasing Oracle products, they should contact Oracle and request a demo version.

One of the major Oracle application is Oracle E-Business Suite which contains applications that enable organisations to make better decisions, reduce costs and increase performance. The Oracle E-Business Suite provides a set of financial applications: Asset Lifecycle Management; Cash & Treasury Management; Credit-To-Cash; Financial Control & Reporting; Lease and Finance Management; Procure-To-Pay; Travel & Expense Management. (7)

Each of Oracle Financial application is devoted to some specific area of interest in business world. For instance, Asset Lifecycle Management (8) helps companies to manage different types of their assets and check their states during their lifecycle to intelligently manage budget; Cash & Treasury Management (9) supports core treasury operations and offers functionality to manage liquidity, interest rate and foreign exchange risk. Only Financial Control & Reporting and Travel & Expense Management are closely related to the area of the project interest, so will be described in more detail.

Financial Control & Reporting is a fully automated solution which offers range of possibilities from creating and managing transaction to consolidating and reporting results. (10) Built-in best practices facilitate robust planning and budgeting, help to save time and money and deliver more reliable, accurate data.

Travel & Expense Management solution aims to automate and streamline travel spend management. (11) It offers credit card import functionality, robust workflow approval which help to reduce the amount of time and effort require to submit, approve, process and pay expense reports. Moreover, the system promises user-friendly interface with flexible user preferences which should increase employee productivity and satisfaction.

### 1.1.3 Microsoft accountancy solutions

Microsoft has a line of enterprise resource planning (ERP) and customer relationship management (CRM) software applications which is called Microsoft Dynamics. (12) There are six separate products that make up the Microsoft Dynamics family:

1. Microsoft Dynamics AX;
2. Microsoft Dynamics GP;
3. Microsoft Dynamics NAV;
4. Microsoft Dynamics SL;
5. Microsoft Dynamics CRM;
6. Microsoft Dynamics RMS.

Microsoft has a quite difficult structure of the website, it was problematic to find and understand the differences between various products. There are no videos or screenshots of applications; however, each product is followed by detailed handbook with extended description of capabilities and available packages and guides how to buy them.

The interest of the research are only ERP solutions which are first four products. Microsoft Dynamics AX is best suited for large enterprises whereas GP, NAV and SL are intended for small and medium; and so are described in detail below.

Microsoft Dynamics GP (13) introduces management tools for various business parts, such as financial management and accounting, stock management and operations, sales and service, human resources and payroll. Dynamics GP product is accompanied by lightweight mobile applications to provide access to some specific tasks from everywhere. Financial management capabilities include such useful features as tracking multiple budgets in multiple currencies, keeping and audit trail of who modifies a budget and when, quick transferring information between customer and vendor. Moreover, task and reminders capability helps to proactively inform users when specific incidents occur, such as customers going over their credit limit or payables due.

Microsoft Dynamics NAV (14) is designed for growing businesses and contains more capabilities than Dynamics GP. It is a multi-language multi-currency business management solution which can adapt for specific business needs of a company when they change. It has the same basic financial capabilities as Dynamics GP such as working with budgets, logging of users’ modifications to the data and powerful reporting tools. Additionally, it provides prediction of a company’s liquidity, bank account management and international currency support in full compliance with euro legislation.

Microsoft Dynamics SL (15) solution is more focused on business management (project planning, material management, people management). It also supports financial management of the business, but the major part of the system is not devoted to accounting.

### 1.1.4 Sage accountancy solutions

Sage is a British multinational enterprise software company which began as a startup in 1981. (16) They help businesses of small and medium sizes to manage accounting and finances, payments, people and payroll. The Sage website is a bit intricate, it contains a few videos with products’ descriptions, but they are too abstract and do not give clear picture of the software. Nevertheless, the website contains plain description of products and in addition Google Play and App Store have screenshots of mobile applications to obtain the better impression about the granted solutions. Only products related to accounting and financials have been investigated.

Sage Business Cloud Accounting (17) works with invoices, records transactions, displays performance statistics and syncs information across all devices using cloud storage. Invoices for done work can be created in the system and sent to customers. It is possible to track and manage overdue payments, send quotes for review and agreements by a customer. Accounting solution also allows to enter money in and money out transactions, as well as attach photos of receipts; a category, description and reference can be applied to transactions. The great focus of Sage product is on the facilitation of managing transaction and invoices which helps companies to run their business more professionally.

Sage Business Cloud Financials focused on growing and medium-sized businesses (18) and allows more additional and professional possibilities for accounting than Sage Business Accounting. Since the developing software is not going to focus on invoice managing it was decided not to analyse Sage Financials in details.

Sage solutions are not very expensive, it is just £10 for simple account each month, but the solution is not oriented on finance managing of ordinary individuals.

Add summary table with the most important features of discussed solutions.

## 1.2 Overspending issues and microloans system in the UK

As any business, ordinal people also should maintain their budgets and ensure that their outcomes do not exceed incomes. Moreover, it is very important to keep enough money in a savings account to be prepared for unforeseen circumstances.

Some events in life require to spend more money as people usually do, such as holidays. According to debt advice charity National Debtline, millions of Britons (16% which equivalent to around 7.9 million people) start 2018 with huge overspending after Christmas season; this is 11% more than the last year. (19) The poll has shown that more than half of the participants had not started to save money for Christmas before December arrived. (19) In a separate report, National Debtline published that 37% of Britons bought Christmas presents on credit, whereas the last year the number was 33%. (19)

Another research by the Money Advice Service revealed that two thirds (60%) of UK adults exceed the planned budget during their holidays, with the average £220 overspending. (20) One of the most common reason for unexpected costs is unrealistic budget; for instance, more expensive food and drinks (32%) and more expensive activities (22%) than expected. (20) Also, many people do not take into account pre-holiday purchases when planning for a holiday. The research demonstrated that 68% of respondents save enough money for their holiday while 24% of UK adults have been on a holiday which they could not afford which caused the average debt of £421. (20)

These reports highlight the growing problem of reliance by consumers on credit. According to research from Compare the Market, the personal debt level is now the highest in recent history, with the average person owing over £8,000. (19) Credit unions across the country promote thrift and encourage their members to save money regularly to help them overcome financial difficulties. (21)

A number of reasons influence such high levels of personal debts in the UK, including the more positive attitude towards borrowing in the country. (22) This more relaxed attitude is impacted by media and advertising. According to research (22), there are “more loans advertisements than savings advertisements” in the UK newspapers. Moreover, mostly positive emotional appeals are used in these advertisements which focuses only on the positive credit aspect and leads to “normalising debt”. (22)

The form of short-term credit known as a payday loan increased significantly in the UK from 2006-2012, resulting to media and public anxiety regarding their exceptionally high cost. (23) The original goal of payday loan was to lend a small amount to someone before their payday. When person receive his/her salary, the loan must be repaid. Technological developments have simplified the access to payday loans (23); modern online platforms allow to get the credit the same day the application being accepted. Some people also enjoy the anonymity of the online process. (23)

Due to the availability of payday loans, people have started to use it for casual spending such as groceries, bills and car costs when they are out of cash. Almost 3 in 5 (59%) stated their payday loan was for something urgent and essential. (24) However, 1 in 4 (24%) of these people reported that they would have managed without the buy if a payday loan had not been accessible. (24)

A payday loan is a short-term and high-cost loan. The debtor provides a small-amount loan for a fee and expects it to be paid in full in a few weeks. Because the loans have such short terms, the interest rate is generally high, with some costing of nearly 400%. (25) If a borrower cannot pay the debt in full at the end of the term, the debtor will charge additional fees.

Payday loans could be a good tool for quick money in the case of emergency, but they might trap consumers in spirals of debt from which it is hard to escape. (21) People who usually borrow money using payday loans have variable wages or insecure work; they are self-employed or lost their job. (23) When the few weeks expire, such categories of consumers can be unable to repay the loan. Instead, they take another loan to reimburse the old one and again pay fees and other administrative costs. If this cycle continues, it can bring individuals to severe financial problems. Therefore, it is always better to prepare for unexpected costs by careful planning of expenses and saving money each month.

## 1.3 Analysis of existing budgeting solutions for individuals

In the previous chapter 1.2 it was discussed how many people in the UK overspend and why it is important to manage your finances.

Nowadays, there are many budgeting applications which are available as desktop, web or mobile applications. Analysis of four popular applications (YNAB, Goodbudget, Yolt, MoneyLover) has been conducted to get an overview of the available functionality of competitors on the market.

You need a budget (YNAB) (26) is a paid application which costs £6.99 per month and has 34 days trial period. The mantra of the application is “give every dollar a job”, and it supports the concept of having virtual pots of money for different things. Users divide their income into independent pots, such as groceries or rent, and if they overspend in an area they should move money from one to another pot. Additionally, YNAB encourages users to save money for larger expenses. It offers both desktop and mobile interfaces, options to enter expenses manually or sync bank accounts automatically.

The next competitor, Goodbudget (27), offers free and plus versions. Plus version offers more capabilities and costs $6 per month. It also divides users’ cash into pots of money for different things; authors call it “envelope budgeting method”.

Finish description of Goodbudget, YOLT (28), MoneyLover (29).

Talk about aspect of splitting expenses which individuals usually face.

Short overview of application for sharing expenses Splitwise (30).

## 1.4 Identifying the gap

Talk about idea that there is no application which combines budget and sharing of expenses.

Talk about conducted interviews and what people think. During the interview it was asked:

1. Do you use any budgeting apps? To help you plan and manage your budget.
2. If yes, what apps and what you like/dislike about them.
3. Have you ever used Splitwise?
4. If for the questions 1 and 3 the answers are 'yes', was it convenient to use both applications at the same time?

Talk about notifications related to overspending in competitor apps. Many of them send notifications when you exceed your limit and now you are in minus. Some apps show you warning, but you need to open statistics manually to see it, they don’t send notifications to users about this potential danger. So, the unique feature may be also smart notifications which prevent you to go to minus and tell you when you stabilise your spending and return to the safe area after potential danger.

# 2. Requirements for Intelligent Expense Manager

The specification of Intelligent Expense Manager requirements has been created based on the background research described in the previous chapters. The requirements are divided in four logical groups: basic, budgeting aspect, sharing expenses aspect, statistics displaying. Only the core requirements which are going to be implemented in the prototype are given below. The extended list of requirements can be found in Appendix A.

Basic requirements:

1. User should be able to register and authorise in the application.
2. All entered user’s data should be synchronised and fully accessible between different devices (if user uses several devices).

Requirements for the budgeting aspect:

1. User should be able to set a budget for a month.
2. User should be able to enter his/her everyday expenses.
3. While entering expense data, user should be able to set the following information: the date of expense, the description of expense, the amount of expense, whether the expense was done during travelling (by default it is false).
4. User should be able to edit and delete expenses.
5. **User should be notified if he/she is getting closer to the limit of the month.**
6. User should be able to select important dates in the calendar and the app will send a reminder to start saving money for this event in advance. The default reminder will send notification one month before, but it should be customisable by user.

Requirements for the sharing expenses aspect:

1. User should be able to create or add a friend.
2. User should be able to create a group for sharing expenses. To create a group user should specify the name and add minimum one friend to it.
3. User should be able to change the group name.
4. While creating expense, user should be able to specify that it is shared expense, choose the group to which it belongs and select the splitting method within group members.
5. User should be able to modify any added expense and set/change/delete for it splitting options.
6. The app should support the following splitting rules:
   1. The expense can be paid by one or several group members.
   2. The amount of expense can be split not equally and not between all group members.
7. All shared expenses should be synchronised between group members.
8. User should be able to view balances between group members.
9. User should be able to view the list of friends with the debts.

Requirements for displaying statistics:

1. User should be able to view statistics of his/her expenses.
2. User can choose the period for which the statistics should be displayed.
3. User should be able to switch the statistics display between:
   1. All expenses.
   2. Only travelling expenses.
   3. Only everyday expenses without travelling expenses).

The most of functionality is quite trivial, but very useful for users. Without essential features, such as editing and deleting expenses, the user experience will be very constrained and negative. However, budgeting requirement related to notifications (5 which is marked as bold) are not straightforward to implement. This functionality requires some intelligent algorithm to predict when is the proper time for notification to help the user instead of annoying.

# 3. Design

## 3.1 Monetisation strategies

Each project should not only help users to solve some problem, but also it should bring revenue to its creators. For choosing the best app monetisation options it is important to consider the purpose of the application and methods which are used by competitors. (31)

An application can be supplied as free or as one-time paid app. In the case of one-time paid app, users pay only once to download the app, and all features and updates should be available for free. (32) Free applications have several different strategies to make money which are described below in detail.

According to Statista, the amount of paid app downloads decreased remarkably in 2016. (33) The paid app description should be convincing enough for users to pay for it without sampling. Moreover, this model requires continuous search for new customers to provide stable revenue stream. As a result, proceeds generated from paid apps are expected to continue to decline in the upcoming years (33) and it is more preferably to focus on free app monetisation strategies.

The main revenue models for free apps are: in-app advertising, freemium, in-app purchases, sponsorship, collecting and selling data.

In-App advertising is very popular and simple approach to monetise an application. The idea is to display ads inside the app and get paid from the ad network. Ads can be displayed in different formats, such as banners, videos, native ads (which are seamlessly integrated into mobile application) or interstitial ads (ads during launch or inside the pop-ups appearing periodically). (31) In-app ads strategy has multiple payment models: cost per click, cost per view, cost per install. (31) The drawback of this monetisation method is that it works well only with big audiences. Moreover, advertisements annoy users, so it is important to smartly integrate them inside the app. This easy strategy is used by almost all competitors’ apps described in the chapter 1.3 and can be effectively integrated in the projected application; however, it should not be used exclusively.

Another strategy, called Freemium, implies existence of two app versions: free and paid versions. Paid version contains premium features which offer additional useful functionality. The users download and use free version and then can purchase full version if they decide that it is worth paying. It is quite efficient monetisation option; however, it is very important to distribute carefully functions between versions. Free version should provide a proper app experience, but too many available capabilities may prevent users from buying premium version. (33) This is also very proficient strategy which fits well with the project structure; it is widely used by competitors.

Next, In-App purchases is extremely popular strategy which allows users to buy something in the app. Purchases can be consumable (products that can be used by user only once, for instance virtual moneys and extra lives in mobile games), non-consumable (features in the applications that are bought for permanent use, for instance filters in photo editors) and subscriptions. (31) Subscriptions approach is useful for apps, such as video and audio streaming, online newspapers or magazines. A subscription fee allows users to get a full access and unlock all features or content. (33) This strategy is more oriented on games and cannot be easily adapted for Intelligent Expense Manager. Subscription option might work, for instance to remove ads, but it can be also implemented using freemium strategy which works better with this kind of the app.

Sponsorship is very difficult monetisation approach. The idea is to create a mobile app, gain a lot of users, and then find a sponsor company with similar or the same target audience and adjust the app’s design to match the sponsor’s brand. (31) The revenue can be split with the sponsor or sponsor can pay monthly fee; nonetheless, it is very challenging to find potential sponsor. Possibly, some bank or credit union may be interested to become a sponsor of the application. However, banks in general have already had their own applications, and credit unions only have assets to support themselves and their activities. So, this approach is questionable for the project and should not be selected as the major.

Ethically controversial and not the most widespread way of making money is collecting and selling personal data to third parties. (33) Free mobile apps collect users’ information, such as their email addresses, personal preferences, social media accounts, and then sell their databases to interested companies. Moreover, it is advantageous to track what users do; behavioral data is very useful from a marketing point of view. (34) This technique might be powerful for the projected application, some banks are likely to purchase the data to provide better credit plans for their clients.

Unfortunately, the new GDPR regulation puts now restrictions on the abovementioned monetisation option. The GDPR is Europe’s new legislation for personal data protection. It is designed to “harmonise” data privacy laws across Europe and provide higher protection and rights to individuals. (35) Now it is clear responsibility for companies to attain the consent of people for processing their personal data. (35) Personal data is any information that relates to an identified individual. (36) Encrypted, pseudonymised or reversible anonymised data remains personal data and falls in the scope of the law. (36)

The GDPR does not mean that collecting and selling personal data is no longer available as monetisation strategy, but now the companies must comply with several rules to be able to use this approach. The data processing can only take place by the user’s consent. It should be explained very transparent and understandable to them that their personal data is collected and how it is used; some specific purposes should be explicit. (37) In practice, it should be done by displaying to the user three checkboxes during the registration process which must not be pre-clicked:

1. “I do accept privacy policy.”
2. “I do consent for the use of my data for purposes of the app.”
3. “I do consent to give the data for marketing purposes.”

According to new rules, its is very important that users should agree to give their data for marketing purposes to allow the companies to sell their data to third parties. Although it is permitted to forbid access to the application, if user do not consent to marketing use of the data.

To summarise, for Intelligent Expense Manager the best ways to gain revenue is the combination of in-app advertising, freemium, and collecting and selling personal data. Sponsorship method can also be considered, but since its’ complexity it will be preferable not to rely on it. In the prototype version the monetisation methods will not be implemented, but it is essential to consider them during the further design stages.

## 3.2 UI design

Briefly describe what is the good design and Norman’s principles of good design.

Pictures of low-fidelity design drawn by hand are shown on Image 3.1. Discuss main features of the design.

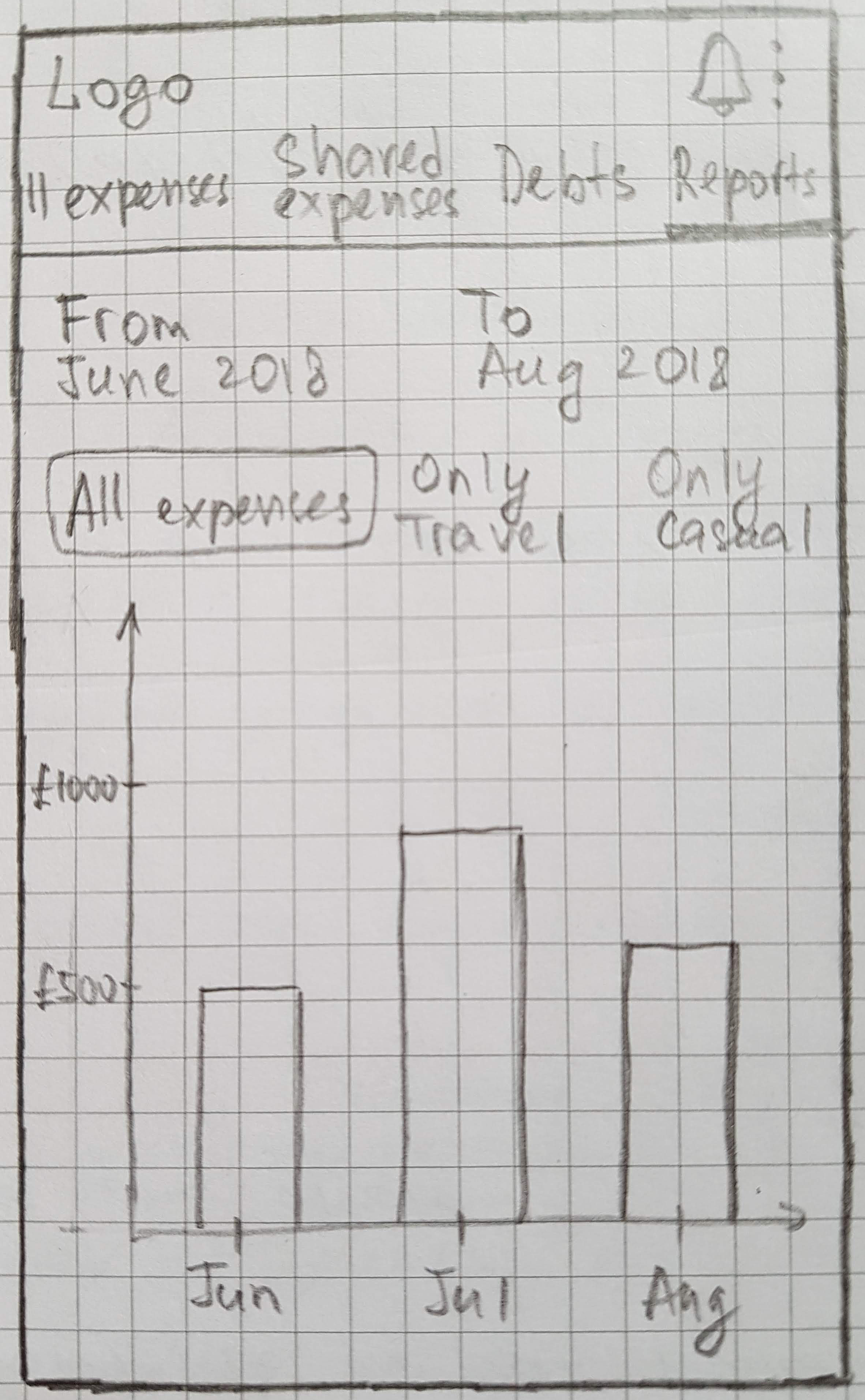
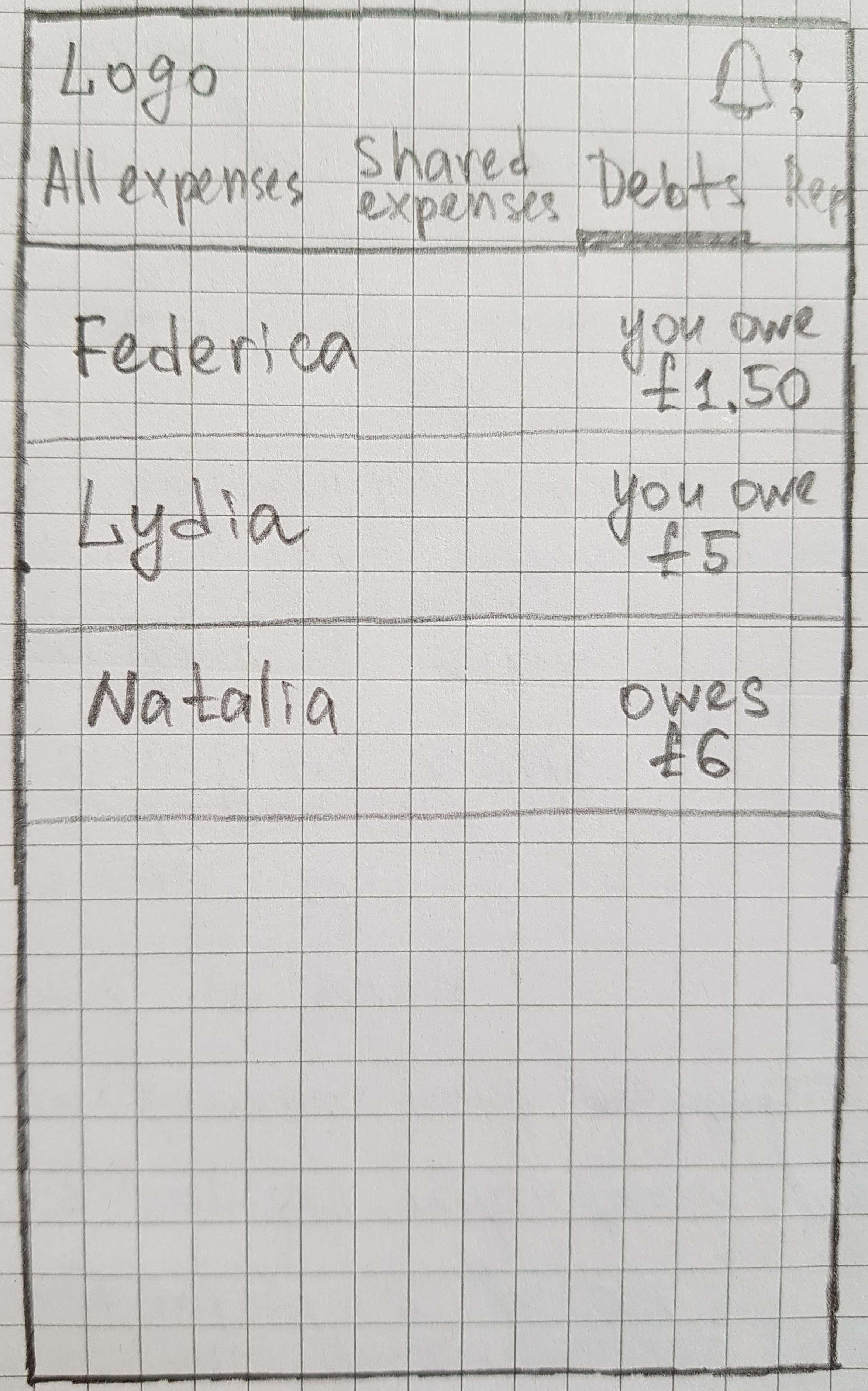
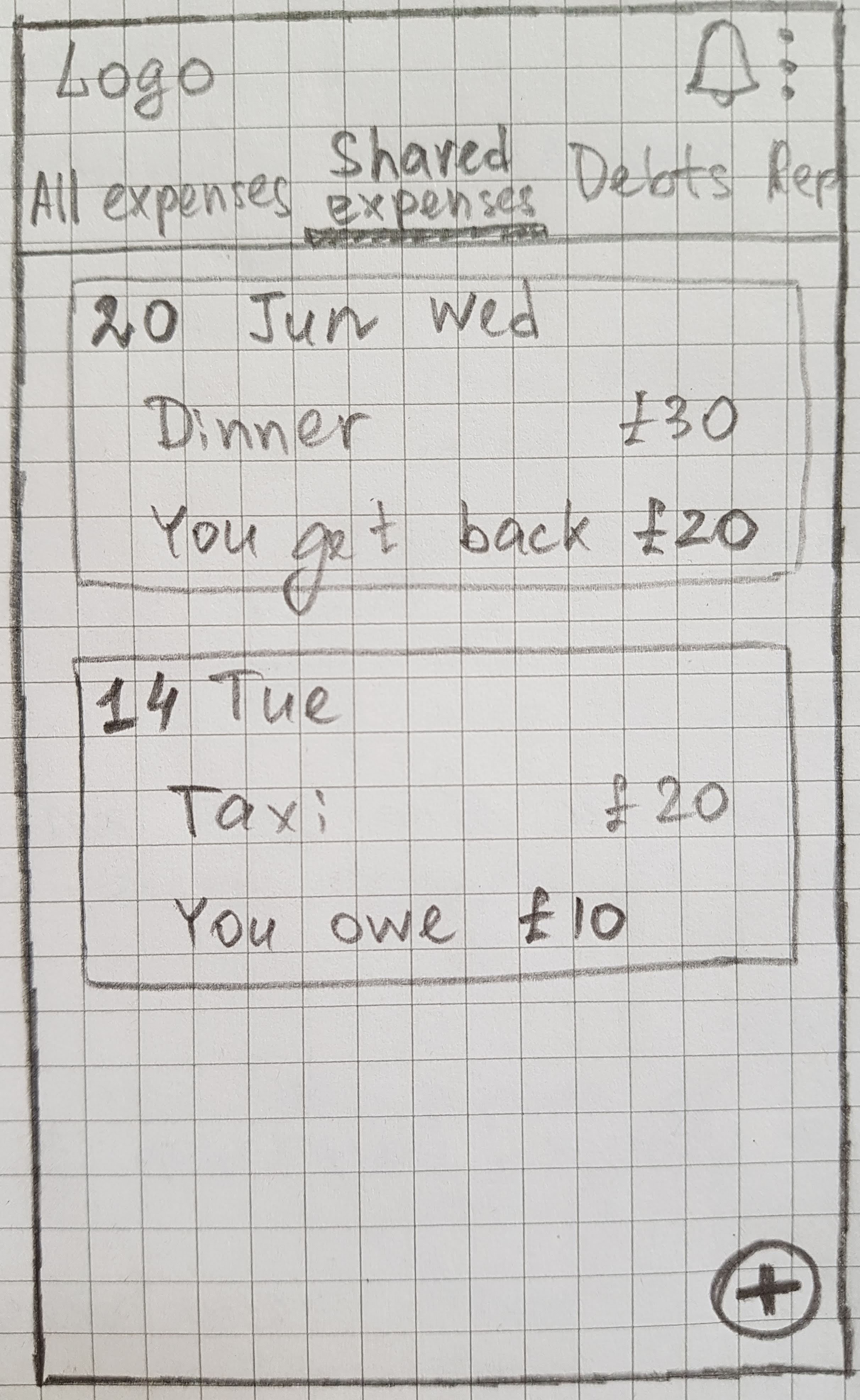
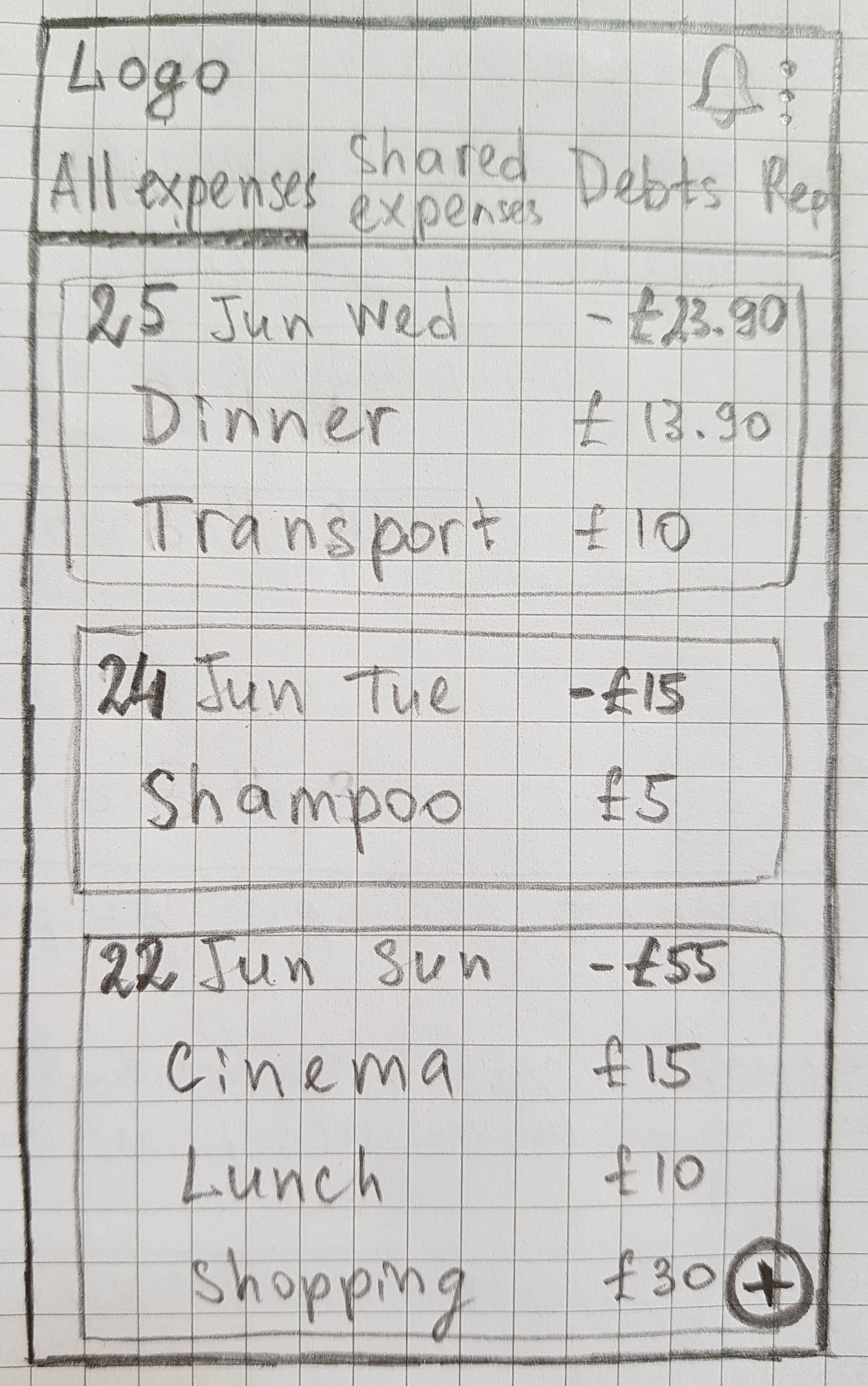


Image 3.1. Low-fidelity design of Intelligent Expense Manager

## 3.3 Architecture design

Talk about SPA (single-page architecture), why it is good. Talk that ASP .NET Core will be used on the server side, about its advantages (it’s cross platform). Talk that Angular will be used on the client side. Attach a diagram of components of the application and how they are going to interact with each other (high-level diagram).

One of the most common architecture pattern is a client-server model which has many variations. The client-server architecture focuses on the partitioning processing between two or more machines. (38) Client machines request and receive services from a centralised server machine. (39) Ideally, clients are not aware of the specific hardware and software of the server machine and access it via standardised transparent interface. (39) A three-tier variation of client-server architecture is shown on Image 3.2.



Image 3.2. A three-tier architecture (38)

In the three-tier architecture many clients which can be users personal computers or devices send requests to the application server layer that isolates data processing and maximises object reuse. (38) The server comprises of the application server and data store which can be located on separate machines. The described architecture fits well the demands of Intelligent Expense Manager. Many users should be able to connect to the server and retrieve the required information from the data store. Generally, the server is situated on more powerful machine (39) which will allow to perform faster complex balance calculations on the application server side. All information is stored in the data store accessed by the common for all clients application server; therefore, the requirement that users should be able to access their data from multiple devices is fulfilled by the selected architecture.

## 3.4 Database design

To provide the necessary functionality the database of Intelligent Expense Manager should store the number of entities, such as users, users’ settings, expenses, friends, groups, common expenses between friends.

The User entity should contain user’s name, email and password. The user should be able to add friends with which he/she is going to share expenses. One user can have many friends and can be a friend of many other users; therefore, it is many-to-many relationship. Each user should also be able to enter settings for his profile (for example, how much money they want to spend during the month). The user can have only one set of settings, but it is decided to store them in the separate table UserSettings to provide more understandable structure (one-to-one relationship).

According to the specification, the user should be able to add his/her own expenses, as well as expenses which are shared with other users. To maintain these features, it was decided to create two separate entities: Expense and SharedExpense. Expense entity contains the essential information entered by user (description, date, amount), and if it is marked by user as shared then it has SharedExpenseId which is a foreign key to connect it with SharedExpense table. Moreover, Expense table has an additional foreign key UserId which relates it with User table (one-to-many relationship).

Shared expenses can be created only inside the group; this is done to support splitting between group members. Group has a name and members. Each group can have many users and each user can be part of many groups; it is many-to-many relationship.

The shared expense belongs to the specific group (one-to-many relationship) and additionally contains a PaidBy foreign key to the User table. SharedExpense also includes amount, date and split type. The amount fields in SharedExpense and Expense tables contain different values. In Expense table it is the spending of the particular user, whereas in SharedExpense table amount holds the overall spending which is split between group members. The date field by default is the same in both tables, but this duplication allows the user to change the date only among his/her expenses.

It was decided to store the debts between the users in the database instead of calculating them each time when they are requested. Each shared expense is split between many users; it is many-to-many relationship. Therefore, additional table Debtor is needed, which stores the amount owed by user (UserId foreign key) and SharedExpenseId foreign key.

The described relational design of database is displayed on Image 3.3. All many-to-many relationships are substituted by two one-to-many relationships on the design.



Image 3.3. Normalised database design for Intelligent Expense Manager

The abovementioned database is designed in accordance with the first three normal forms. The database normalization helps to reduce data redundancy and improve data integrity. It provides many benefits; however, is has a significant downside related to system performance. (39) Complex relationships may lead to inefficient data retrievals when there are few updates and many join operations. (39) The concept of denormalization may increase the performance and provide more intuitive data structure but deteriorate data integrity. (39) Denormalisation should be adopted carefully based on the application purpose and ways the data will be used. (39)

For Intelligent Expense Manager it is possible to simplify the database structure by collapsing the number of logical objects in the current design. The Group and Debtor entities will be relatively static; as a result, it might be beneficial to remove GroupUser and Debtor tables by adding Members and Debtors array fields to Group and SharedExpense table respectively. The same approach can be applied for Friend table. Friends array field can be added to the User table; each item of Friends array should contain user id and name. Moreover, this approach allows more flexibility; it offers users to change names of their friends which will be displayed privately for them.

The UserSettings table can be also collapsed and be stored as the embedded document inside the User table. However, these settings will be mostly used on the back-end side and only when the balance check will be requested; therefore, storing them separately will increase the bandwidth and allows easier accessibility for updates.

The amended denormalised design is presented on Image 3.4.



Image 3.4. Denormalised database design for Intelligent Expense Manager

# 4. Implementation

Обоснование выбранных технологий и методологии разработки (итеративных подход)

Архитектура клиента на ангуляре, как взаимодействуют компоненты

Описание важного алгоритма, которое уже есть ниже

The majority of requirements are implemented in a simple and standard way. However, implementation of requirement related to notifications (5 in budgeting requirements from chapter 2) should be discussed in detail as it demands some intelligent way of making decision.

The goal of Intelligent Expense Manager is at least to prevent users from overspending. Ideally, it should also help them to save more money. By entering or collecting user’s everyday transactions, the application accumulates important information about user’s expenditures which can be used to predict the future expenses and decide whether the user is going to meet his/her budget in this month or not. If the user is going to overspend, Intelligent Expense Manager should send a warning notification to the user.

The main concern is to determine the proper time when this warning notification should be send. Two important factors should be taken into account:

1. A notification should be helpful for the user; it should not be send too late or too early. Too late notification would not assist the user to achieve the main goal of sticking to the budget; whereas too early might be annoying and fruitless.
2. Notifications should not disturb the user too much; if the user intentionally ignores that he/she is going further the limit, the application should stop be very intrusive with its’ notifications and inform the user about critical balance in a more delicate form.

The easiest solution is to introduce a threshold and send the notification when the user reaches it. For example, the budget for a month is £600, for the threshold value we use 85% from the budget which equals £510. When the sum of user’s expenditures goes beyond the threshold value of £510, the manager should send the notification with the following information: “You are getting closer to your limit! Reduce your expenses if you do not want to overspend this month.” This algorithm is very straightforward, but not very powerful. The problem is that the user could reach the limit during the first few days of the month; in this case, the received notification would be belated, the user would not be able to adjust his/her expenditures to survive till the end of the month without going to minus.

The abovementioned solution can be improved in order to solve the problem with delayed warning, but it requires some more complex configuration from the user’s side. At the beginning, the system does not have any data about previous user’s expenses; as a result, it is impossible to predict his/her spending and produce some smart decision about useful notification time. Therefore, the system should ask the user not only about his/her limit for this month, but also about his/her minimum casual spending. Casual spending can be separated for weekday, Saturday and Sunday.

Based on the data entered by user, the system will be able to calculate the minimum amount of money user requires to survive till the end of the month. Additional limit parameter provided by user allows the system to calculate so-called “safety pillow” – the amount of money which user can spend without the risk to overspend during the month. If user spends more than some fixed percentage from this “safety pillow”, the system should notify him/her about the potential danger of going to minus. This percentage can be defined inside the system or it can be defined by user during configuration.

Then, the system continues to monitor the user’s behavior. If the user proceeds to spend money unconsciously, the system does not send additional notifications, but it should unobtrusively notify the user about dangerous state, for instance by red interface of the application.

If the user cuts his/her costs, at some point the balance will stabilise and the “safety pillow” might increase back. When it reaches defined percentage value, the system should send new notification to the user and return interface to green colours. The notification text can be: “Congratulations! You have controlled your expenses carefully and now you are going to meet the set budget by the end of the month”. The following process should continue. The flow-chart of discussed algorithm is presented on Image 4.1. (Add Image).



The short example describes the algorithm more transparently. Suppose, there is a user Alice and she sets the maximum limit of £700 and the following budgets: weekday - £10, Saturday - £30, Sunday - £20. The system will calculate the minimum which Alice requires for decent living till the end of the month based on her entered budgets. Assume the month have 28 days to simplify calculations in the example; then, minimum limit is 5 \* £10 + 4 \* £30 + 4 \* £20 = £400. Based on the Alice’s entered limit, the “safety pillow” is £700 - £400 = £300. The default parameter 20% in the system defines that Alice can spend safely up to 80% of her “safety pillow”. On the first day (Monday) Alice bought very expensive dress and spent £250. It is Monday, so Alice can spend £10 and the remaining £240 (£250 - £10 = £240) are deducted from her spare money. The “safety pillow” becomes £300 - £240 = £60. The hazardous limit for Alice is 20% which is £300 \* 0.2 = £60. Therefore, Alice has reached it and the system sends her the warning notification and changes its’ interface to alert red state. The next day Alice again spent more than expected - £60. Her “safety pillow” becomes £0, but the system does not send additional warning. Then, Alice starts to worry about her budget and for the following 10 days she lives very thriftily and spends only £50 (8 weekdays, one Saturday, one Sunday). Normally she should have spent 8 \* £10 + £30 + £20 = £130; as a result, she saved £80. This saved money goes now to top up her “safety pillow”; it becomes £80 which is more than 20% (£60) which means that Alice managed to stabilise her financial state. The system sends congratulation notification and switches the interface back to green.

The algorithm can be improved in the future after collecting significant amount of user’s data by automatic recommendation of percentage parameter. In the current implementation it is set by the system or can be defined by the user. If the system has user’s expenses for the several previous months, it can calculate the average percentage and recommend the user to set it.

Additionally, I am thinking to add a sub-chapter and describe the iterative process of development. Why this approach is advantageous and briefly describe each iteration and how the project was gradually implemented.

Also add screenshots of final version.

# 5. Testing and evaluation

The project will be evaluated using 3 approaches:

1. UI testing, Quick and Dirty Expert evaluation method that design matches design principles;
2. Testing of correctness that all functions work according to specification;
3. Testing of user experience, that the application achieves its’ goal to help people to avoid overspending and save money.

Each approach will be briefly described, and the results will be presented.

For testing of correctness, a table with test cases and results will be attached.

For testing of user experience, a group of users will be asked to use the prototype for 1 week and they will fill the questionnaire afterwards. In the questionnaire they should answer if they exceeded their week limit, if the app helped them to prevent this, if they were able to spend less then expected. Based on the results, the conclusion about app efficiency will be made.

# 6. Conclusions

TBD

# 7. Further work

Talk about additional features which can be found in appendix specification.

Also talk about improvements of notification sending algorithm. How it can be possibly improved by adding item-based recommendation algorithm to suggest users how they can reduce expenses.

Talk about design improvements, better adaptation for mobile platforms.

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Finalise reference style (Vancouver is used).

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# Appendix A. Full list of requirements for Intelligent Expense Manager

Basic requirements:

1. User should be able to register and authorise in the application.
2. User should be able to sign in via social networks Facebook).
3. All entered user’s data should be synchronised and fully accessible between different devices (if user uses several devices).

Requirements for the budgeting aspect:

1. User should be able to set a budget for a month.
2. User should be able to enter his/her everyday expenses.
3. While entering expense data, user should be able to set the following information: the date of expense, the category of expense, the amount of expense, whether the expense was done during travelling (by default it is false).
4. User should be able to connect his/her bank account, and the card transactions should be recorded automatically.
5. The app should parse the information from credit card transactions and assign all required fields of expense automatically.
6. User should be able to edit and delete expenses.
7. **User should be notified if he/she is getting closer to the limit of the month.**
8. User should be able to select important dates in the calendar and the app will send a reminder to start saving money for this event in advance. The default reminder will send notification one month before, but it should be customisable by user.

Requirements for the sharing expenses aspect:

1. User should be able to create or add a friend.
2. User should be able to create a group for sharing expenses. To create a group user should specify the name and add minimum one friend to it.
3. User should be able to change the group name.
4. While creating expense, user should be able to specify that it is shared expense, choose the group to which it belongs and select the splitting method within group members.
5. User should be able to modify any added expense and set/change/delete for it splitting options.
6. The app should support the following splitting rules:
   1. The expense can be paid by one or several group members.
   2. The amount of expense can be split not equally and not between all group members.
7. All shared expenses should be synchronised between group members.
8. User should be able to view balances between group members.
9. User should be able to view the list of friends with the debts.
10. User should be able to add more friends to a group. Previous shared expenses in the group do not affect new added members.
11. User should be able to delete a friend from a group only if this friend does not have any debts within the group.

Requirements for displaying statistics:

1. User should be able to view statistics of his/her expenses.
2. User can choose the period for which the statistics should be displayed.
3. User should be able to switch the statistics display between:
   1. All expenses.
   2. Only travelling expenses.
   3. Only everyday expenses without travelling expenses).