

The program starts by printing a welcome message and displaying a menu of options using the `optionsSelection()` method.

The `optionsSelection()` method initializes an array of menu options and their corresponding numbers. It then iterates over the options, displaying them to the user.

The method creates two `ArrayList` objects, `arrrlist` and `expenses`. `expenses` is initialized with some preset values.

The user is prompted to enter their choice by inputting a number.

Based on the user's input, a switch statement is used to execute the corresponding case.

Case 1: The expenses are printed to the console.

Case 2: The user is prompted to enter a value to add to the expenses list. The value is added and the updated expenses list is printed.

Case 3: The user is asked to confirm the deletion of all expenses. If confirmed, the expenses list is cleared and an empty list is displayed.

Case 4: The `sortExpenses()` method is called to sort the expenses list. The sorted list is then printed.

Case 5: The `searchExpenses()` method is called. The user is prompted to enter an expense to search for.

Case 6: The `closeApp()` method is called, which displays a closing message and terminates the program.

Default: If an invalid choice is entered, an error message is displayed.

After executing the selected case, the `optionsSelection()` method is called again to display the menu of options and prompt the user for their choice.