

IT2010 – Mobile Application Development BSc (Hons) in Information Technology 2nd Year Faculty of Computing SLIIT

2025 – Lab Exam 01 Report

Student ID	IT23245860
Batch	WD.02.01
Marking Guide	
App Logo and Launch Screen	1
User Onboarding Screens	2
Main Interface Design	3
Prototype Interaction	2
Design Aesthetics and Usability	2
Total Marks	10
Evaluator	

Description:

SMARTWALLET is a mobile application that helps users manage their money better by tracking expenses, setting saving goals, and making smarter investment choices. It is designed to tackle common financial challenges like overspending, lack of savings, and confusion about investing. This app aims to provide a simple and accessible way to manage personal finances, helping users develop better money habits and achieve financial stability.

Screenshots:

App logo:



Launch screen:



Onboarding Screens:

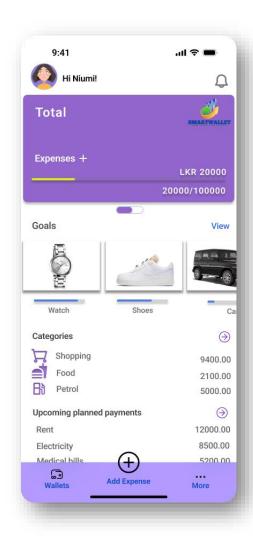


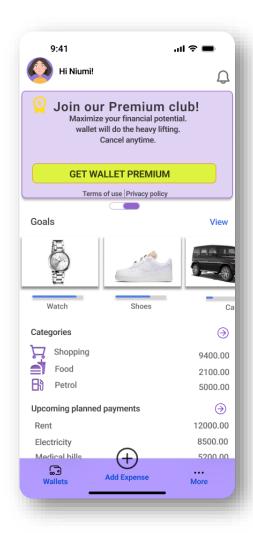




Main screens

Home:

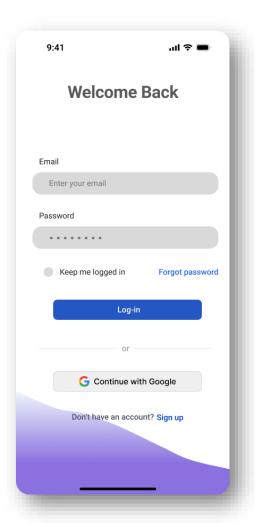




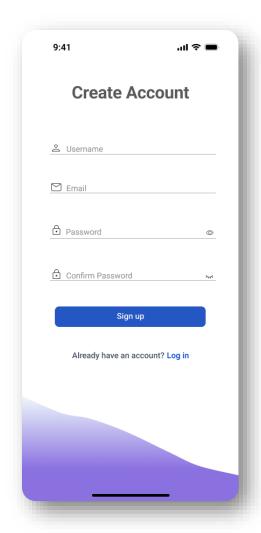
Welcome:



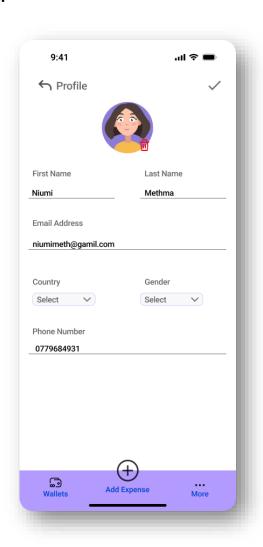
Login:



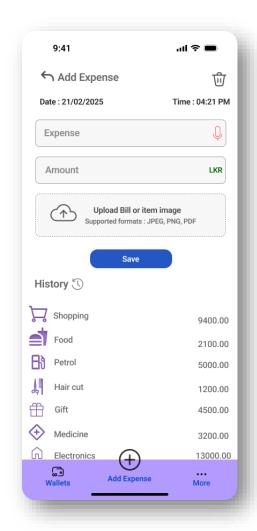
Sign up

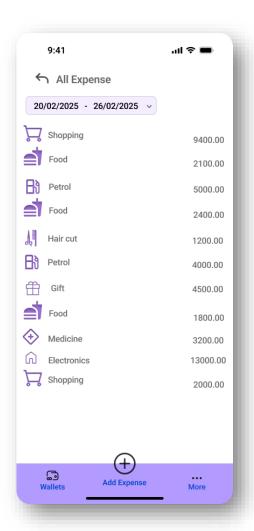


Profile:

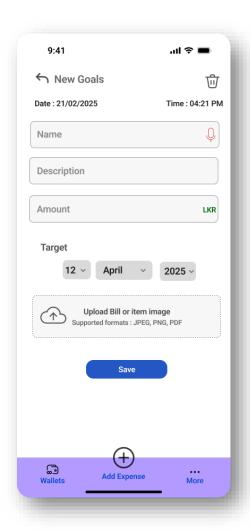


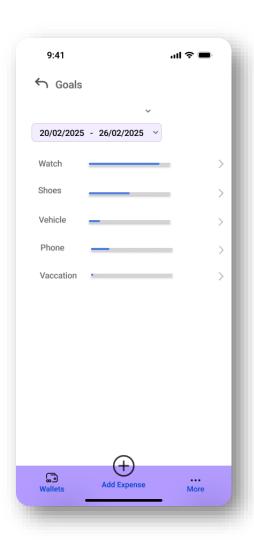
Expenses:



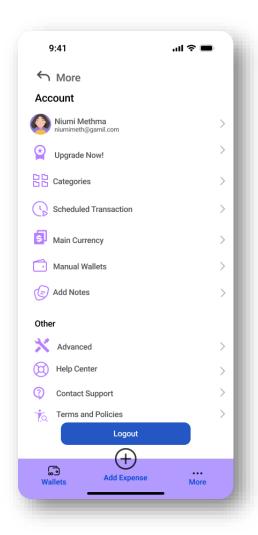


Goals:

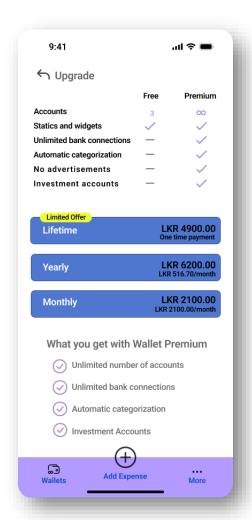




Preferences:



Premium:



Notes:

