WRITEUP FOR TEAM BUDGET PLANNER

- Initialize variables:
- budget = 0
- expenses = []
- balance = 0
- When the user submits the budget form:
- Retrieve the budget value entered by the user.
- If the budget value is empty or negative, display a warning message.
- Otherwise, update the budget variable with the entered value.
- Display the budget value in the respective section of the interface.
- When the user submits the expense form:
- Retrieve the expense name and amount entered by the user.
- If the expense name is empty, display a warning message.
- Otherwise, create an expense object with the name and amount.
- Add the expense object to the expenses array.
- Calculate the new balance by subtracting the total expense amount from the budget.
- Display the updated expense list and the new balance in the respective sections of the interface.

- When the user clicks the "Calculate" button:
- Calculate the total expense amount by summing up the amounts of all expenses in the expenses array.

- Calculate the new balance by subtracting the total expense amount from the budget.
- Display the total expense amount and the new balance in the respective sections of the interface.