Main Page:

On the main interface, you can redirect to any interface.

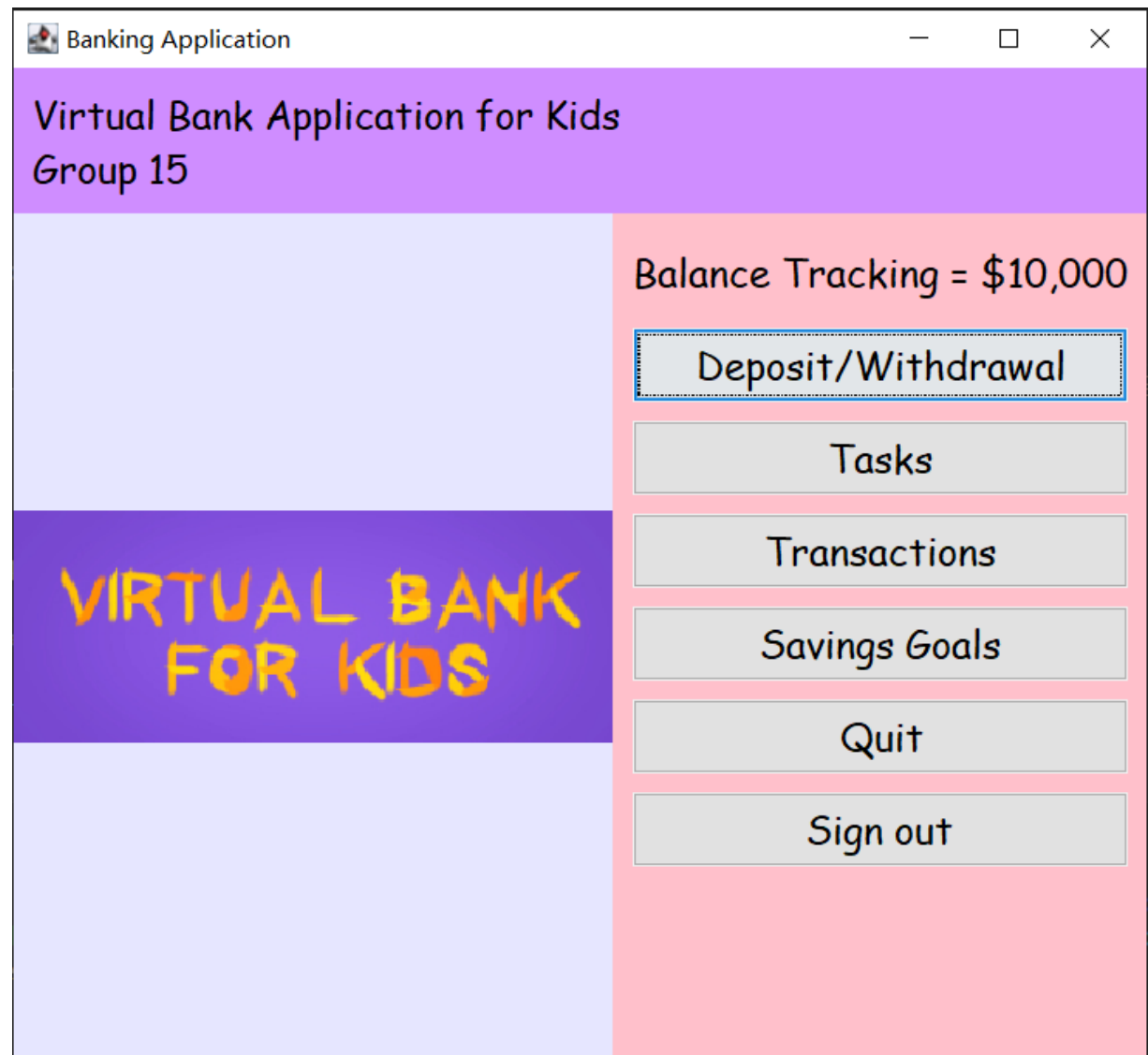You can click on Deposit/Withdraw to jump to the ATM interface;

Click on Tasks to jump to the Task Setting Page;

Click on Transaction to jump to the Transactions interface;

Click on Saving Goals to view saving goals;
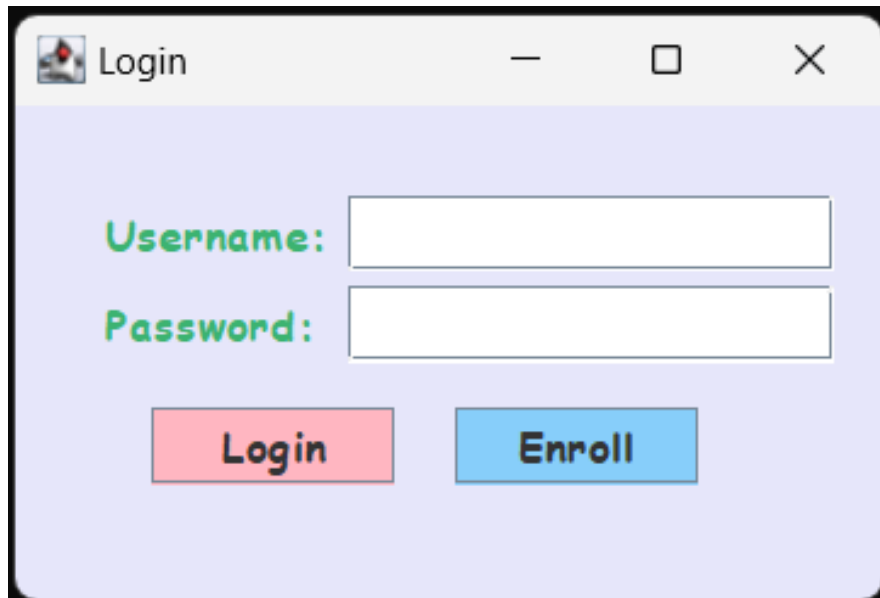
Click Quit to exit the software;

Click Sign out to log out

Login Page:、

Login and Registration.

You can fill in your personal account in two text fields and click "Login" to log in. If you do not have an account, please enter your account and password and click "Enroll" to register.
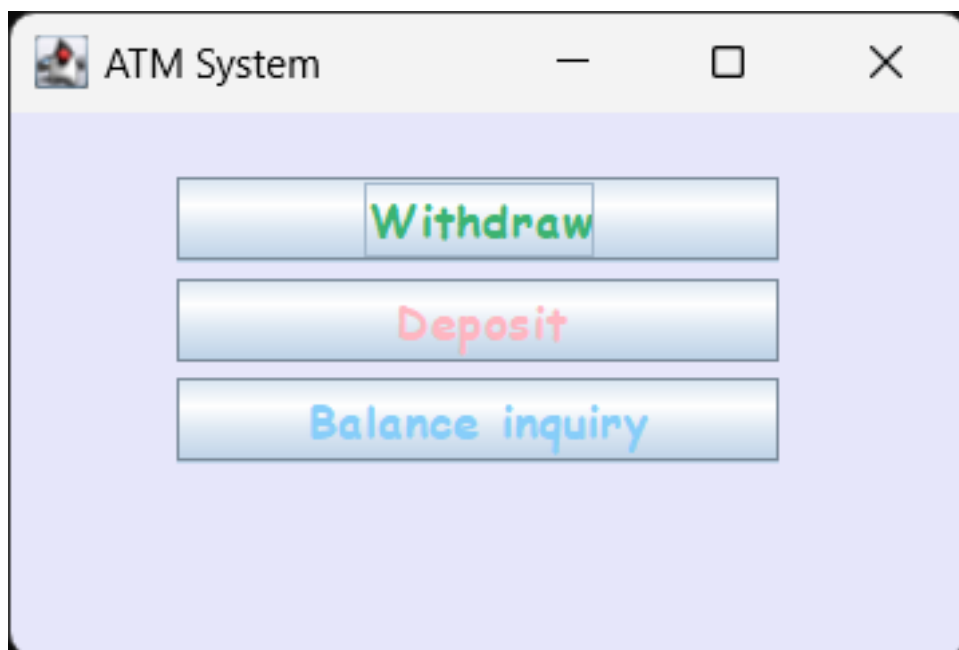

ATM Page:

Deposit, Withdrawal, and Balance Inquiry

You can select each service on the main page, then choose a fixed amount or manually enter for deposit and withdrawal operations. You can view your balance on any page.

Withdrawal

Select withdrawal amount:

1000 ▼

Withdraw

Back

Deposit

Deposit:

1919

Deposit

Back

Balance inquiry

Balance: 1000

Back

Withdrawal

Select withdrawal amount:

Others ▼

114514

Withdraw

Back

Saving Goal Page:

Function:

1. Create Goal: Users can easily create new savings goals by entering the goal's name and target amount, then clicking 'Create Goal'. This encourages children to set goals for saving money, whether it's for a new game, toy, or a trip.

2. View History: Users can access a list of previously set savings goals at any time. They can review details such as the goal's name, target amount, current savings, and creation date. This helps users track their past savings experiences and monitor their progress.

3. Modify Goal: Users can make changes to existing savings goals. They can select a goal from the history list, update the goal's name and target amount, and click 'Modify Goal'. This allows flexibility in adjusting goals to match changing needs or objectives.

4. Delete Goal: Users can remove goals they no longer need or have achieved. They can select a goal from the history list and click 'Delete Goal'. This clears space for new goals and keeps the app organized."

Transactions:

This page is based on java swing design GUI interface, provides user information, transaction history and other content, and made beautiful. When the user presses the show transaction button, there will be an interactive effect and the transaction record will be displayed. The user can scroll through the excessive transaction record.
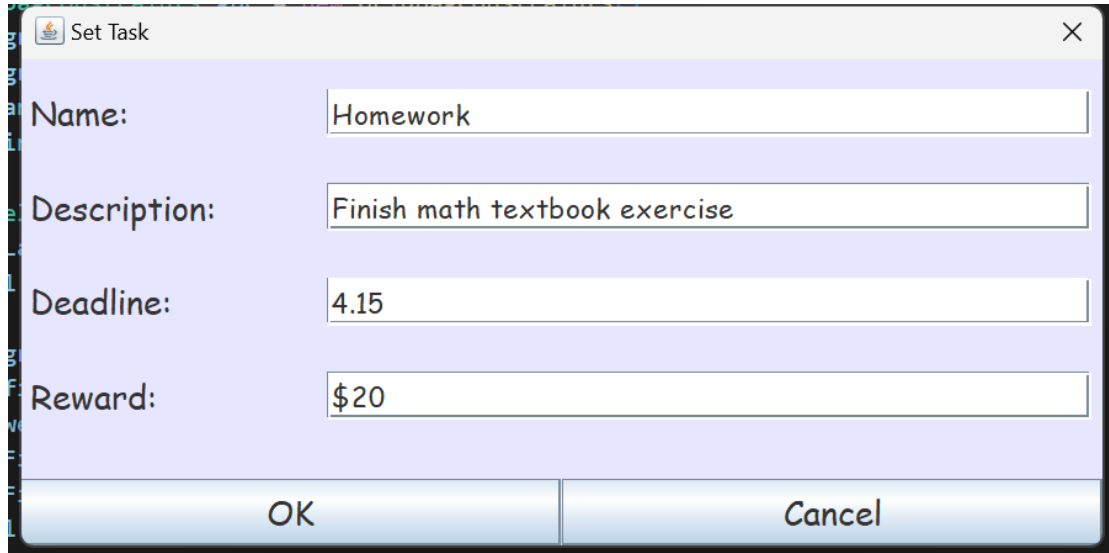
Task Setting Page:

In the Task interface, children can view the tasks that have been arranged, including task descriptions, deadlines, and task rewards;

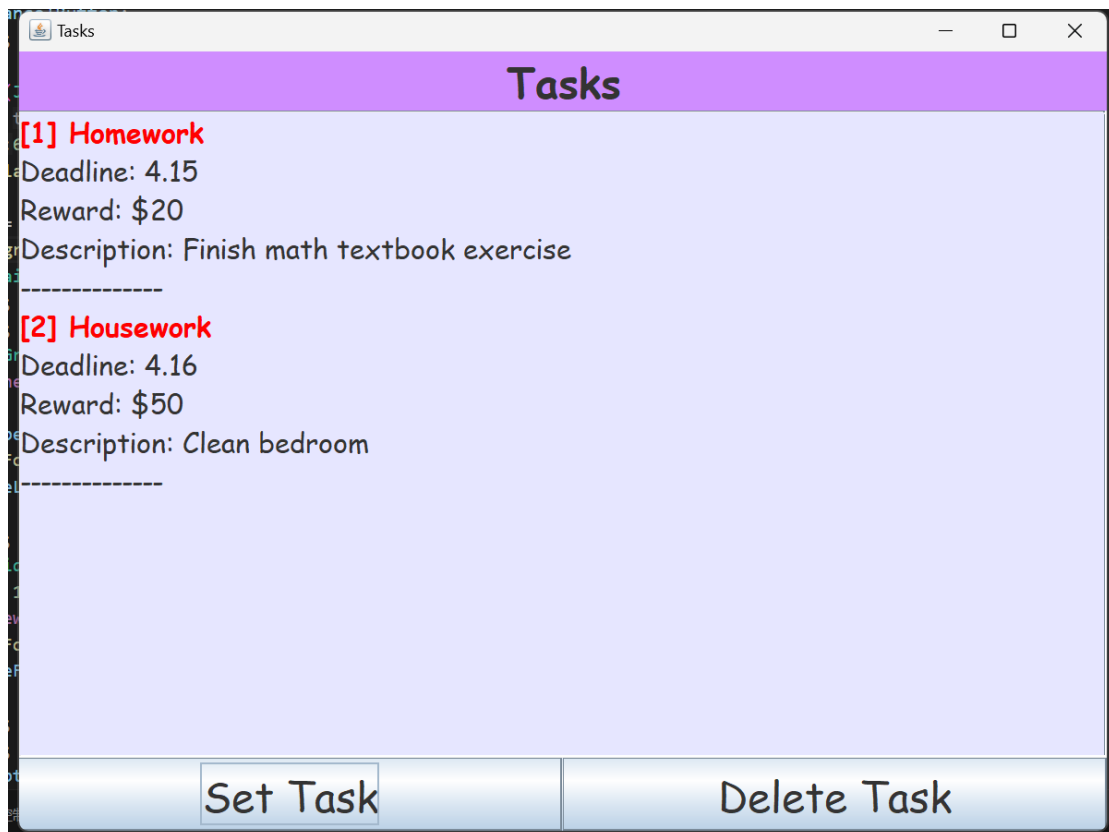Parents click the "Set Task" button to perform new tasks;

After selecting the task, click "Delete Task" to delete the task.

Set Task ✕

Name: Homework

Description: Finish math textbook exercise

Deadline: 4.15

Reward: $20

OK | Cancel

Tasks — ☐ ✕

Tasks

[1] Homework
Deadline: 4.15
Reward: $20
Description: Finish math textbook exercise
----
[2] Housework
Deadline: 4.16
Reward: $50
Description: Clean bedroom

Set Task | Delete Task