BASIC EXPENSE TRACKING APPLICATION IN JAVA

PROGRAM:

```java
import java.util.ArrayList;

import java.util.Scanner;


class Expense {

    private String description;

    private double amount;


    public Expense(String description, double amount) {

        this.description = description;

        this.amount = amount;

    }


    public String getDescription() {

        return description;

    }


    public double getAmount() {

        return amount;

    }
}


public class ExpenseTracker {

    public static void main(String[] args) {

        Scanner Sc= new Scanner(System.in);

        ArrayList<Expense> expenses = new ArrayList<>();


        while (true) {
```

```java
System.out.println("Expense Tracker Menu:");

System.out.println("1. Add an Expense");

System.out.println("2. View Expenses");

System.out.println("3. Exit");

System.out.print("Enter your choice: ");


int choice = scanner.nextInt();


switch (choice) {

    case 1:

        System.out.print("Enter expense description: ");

        String description = scanner.next();

        System.out.print("Enter expense amount: ");

        double amount = scanner.nextDouble();

        expenses.add(new Expense(description, amount));

        System.out.println("Expense added successfully.");

        break;


    case 2:

        if (expenses.isEmpty()) {

            System.out.println("No expenses recorded yet.");

        } else {

            System.out.println("Expense List:");

            for (Expense expense : expenses) {

                System.out.println("Description: " + expense.getDescription() + ", Amount: $" +
expense.getAmount());

            }

        }

        break;


    case 3:
```

```java
                System.out.println("Exiting Expense Tracker. Goodbye!");

                System.exit(0);


            default:

                System.out.println("Invalid choice. Please choose 1, 2, or 3.");

                break;
        }
    }
  }
}
```

OUTPUT :