ON YOUR MARK

Mobile Applications 1 | Fall 2017
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Project goal: describes the purpose of this project

1. Creating a budget takes time and effort, beyond just setting up a monthly limit. One has to take the time every day of every month to record every single transaction the user makes. While many people plan to use a budget to keep their finances on track, this impossible curbs any motivation that they might have had from the beginning.
2. Using OnYourMark, a user can leveraging the camera of the mobile phone to take most of the work out of adding items to a budget. By taking a quick photo of a receipt and adding the purchase to a matching category, it only takes a few seconds to keep track of all your purchases, even while on the go.

Project features: abstract from the user stories

1. Let users set a monthly budget limit
2. Let users easily add new items to their budget via OCR Machine Learning API. (+20 pts)
3. On app open, users will see a summary of the month's spending, as well as a detailed overview of their spending habits for the month.
4. Users can import & export their data for use on other devices.

Project design: visual diagram of project components/flow
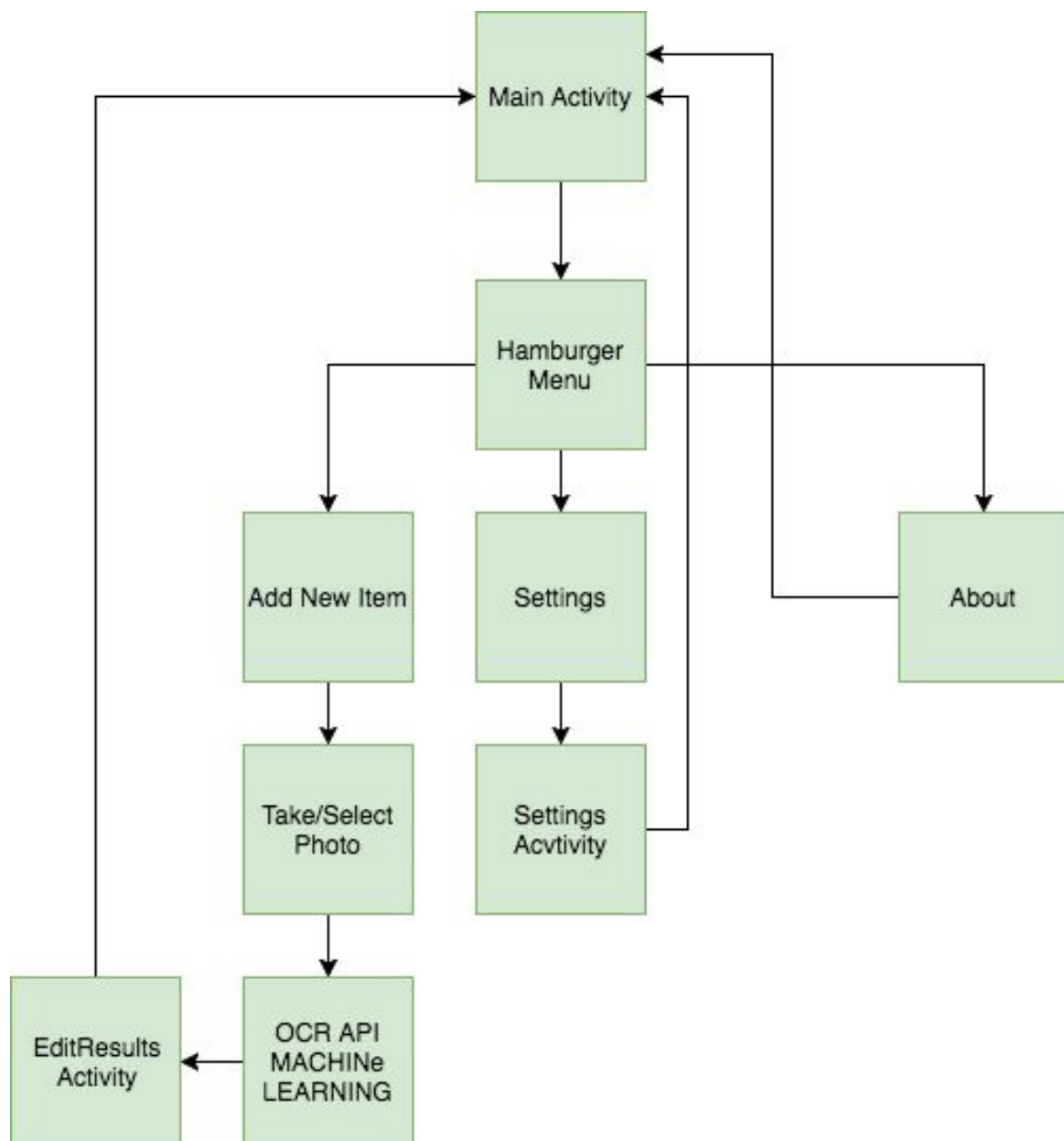
File structure: what does each file do and who wrote that file

FILE NAME	DESCRIPTION	AUTHOR
AddItemActivity.java	Activity used to add item to budget after taking/selecting photo	Mike
EditReceipt.java	Middleware between parsing a receipt and adding it to the database, allowing the user to correct any errors from the OCR parsing	Mike
HamburgerMenuHandler.java	Class to easily initialize a hamburger menu on any page	Sohit
ImageHelper.java	Helps display the image on the AddItemActivity activity	Mike
MainActivity.java	MainActivity that displays monthly summary and breakdown of users spending habits per month	All
Receipt.java	Receipt class for storing information	Mike
SelectImageActivity.java	Helper activity to help select image	Mike
SettingsActivity.java	Handle settings monthly limit for users budget, and importing/exporting the database	Sohit
BudgetItem.java	POJO to store all necessary information for each budget item	Sohit & Dave
DatabaseHandler.java	SQLite Database Handler	Sohit & Dave
Constants.java	Some constant variables that are used in multiple locations	Sohit
SharedPreferenceHandler.java	Class to easily provide shared preferences	Sohit