

# Milestone #2

## Basic Prototype

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# Our money control app



**PocketControl**

# Requirements

## Essential

1. User can select categories. The app should have default 5 categories.
2. Add a date with expense.
3. Filters with date, money and category.
4. Recurring transactions.
5. Method of payment (card or cash).

## Necessity

1. Including icons
2. Creating budgets to control expenditure.

## Additional

1. Export and import of data
2. Add credit or income



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# Features of PocketControl

1. **Home Screen:** To view the net balance and to add transactions or categories.
2. **Categories Screen:** To view the categories list and to add a category with icons.
3. **Transaction Screen**
  - a. To view the list of transactions and filter it with amount, category or date.
  - b. Copy an existing transaction and allocate a date to it.
  - c. Add a normal or recurring transaction.
4. **Budget Screen:** To add a new budget.
5. **Settings Screen:** To export data.

# Architecture

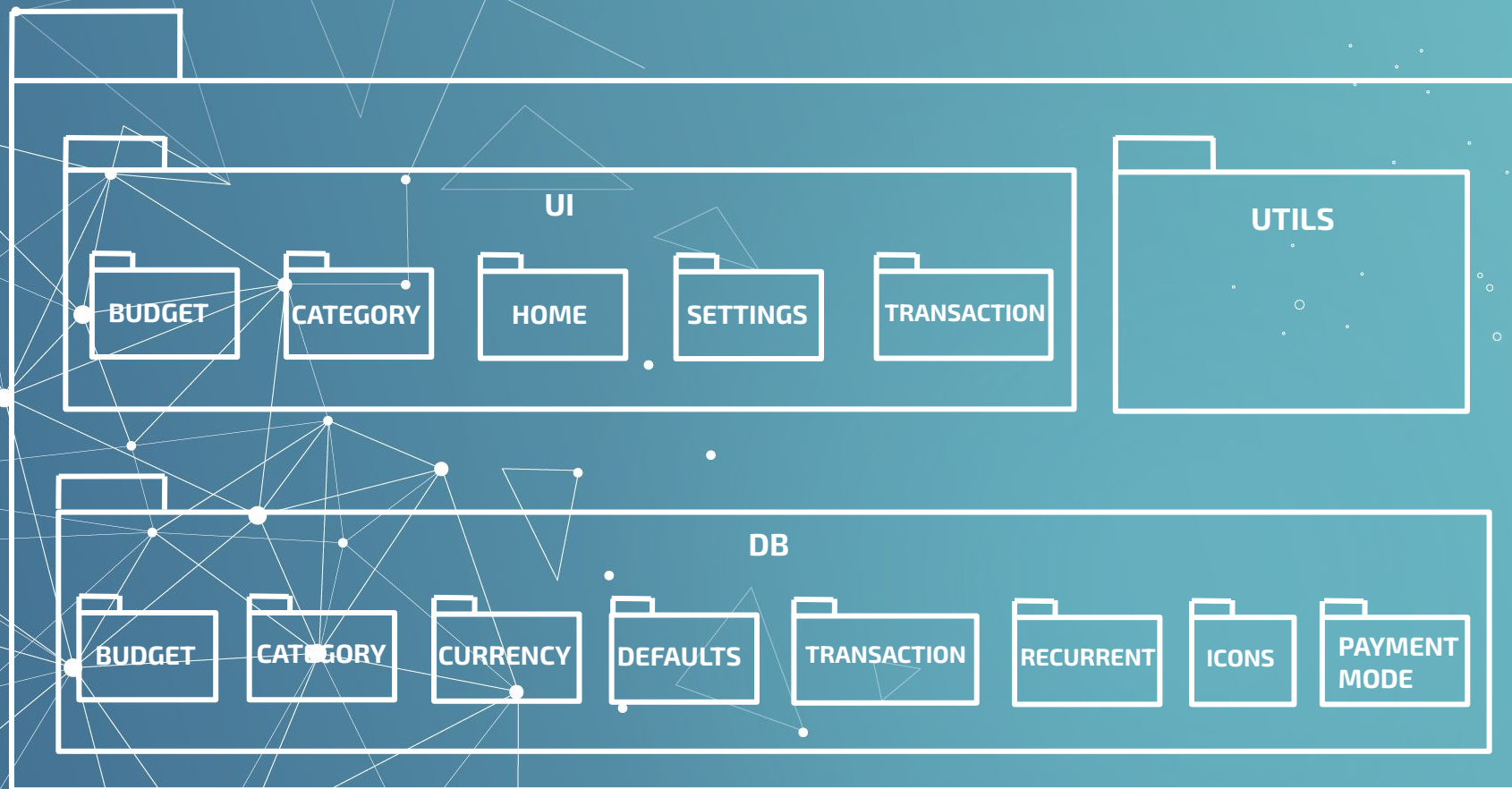
MODEL - VIEW - VIEWMODEL (MVVM) architecture is followed



- ui
  - ▶ budget
  - ▼ categories
    - AddCategoryFragment
    - CategoriesFragment
    - CategoryGridAdapter
    - CategoryViewModel
    - DetailCategoryFragment

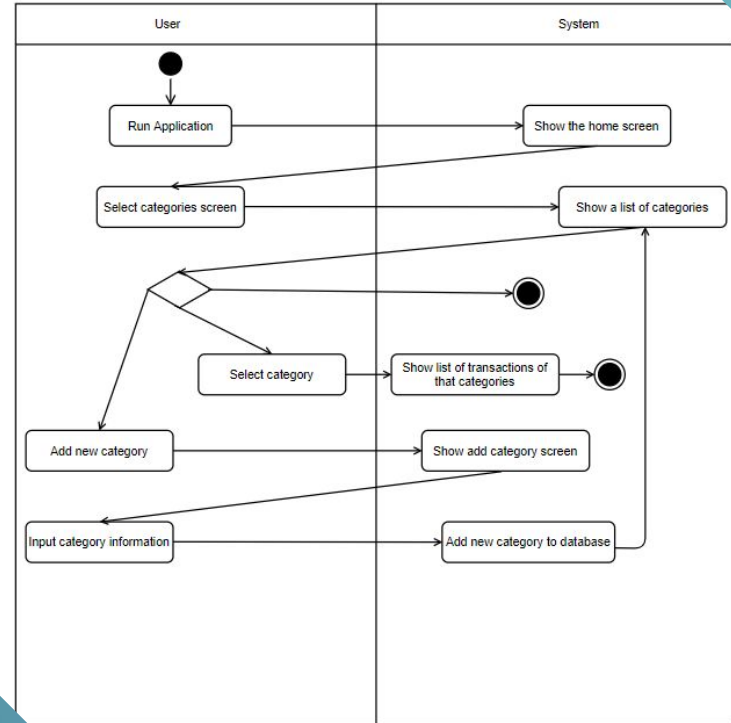
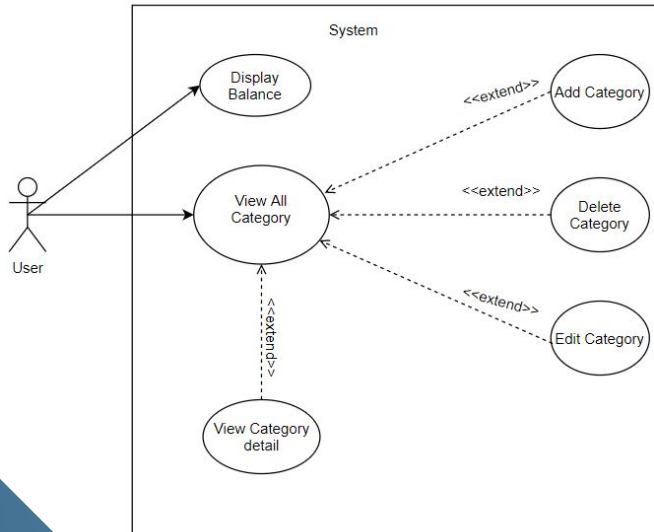
- db
  - ▶ budget
  - ▼ category
    - Category
    - CategoryDao
    - CategoryRepository

# Package Diagram



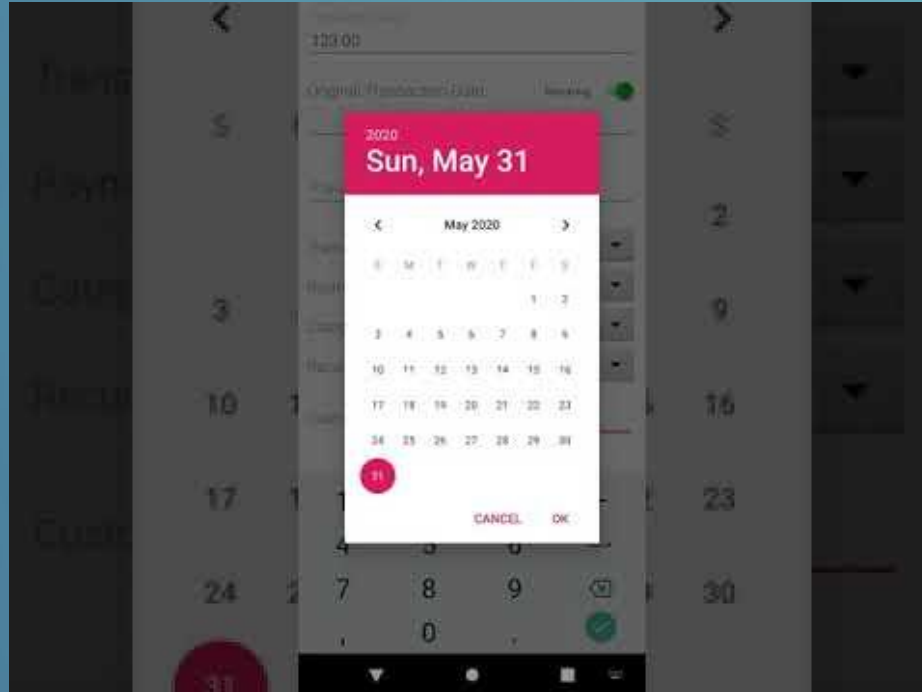
# Usecase and Activity Diagram

## Category screen



# Demo

[Link to video on YouTube \(unlisted\)](#)







Questions?



# Thank you!