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# **What is java?**

**Java** is a general-purpose, class-based, object-oriented programming language designed for having lesser implementation dependencies. It is a computing platform for application development. Java is fast, secure, and reliable, therefore. It is widely used for developing Java applications in laptops, data centers, game consoles, scientific supercomputers, cell phones, etc.

**Java Platform** is a collection of programs that help programmers to develop and run Java programming applications efficiently. It includes an execution engine, a compiler, and a set of libraries in it. It is a set of computer software and specifications. James Gosling developed the Java platform at Sun Microsystems, and the Oracle Corporation later acquired it.

Here are some important Java applications:

* It is used for developing Android Apps
* Helps you to create Enterprise Software
* Wide range of Mobile java Applications
* Scientific Computing Applications
* Use for Big Data Analytics
* Java Programming of Hardware devices
* Used for Server-Side Technologies like Apache, JBoss, GlassFish, etc.

# **Introduction**

Expense trackers not only help us keep our spending in check now but also provide an auditable record of our past spending data. That gives us a lot of insight that is helpful when we’re reviewing our business’s books and planning for future growth.

Expense Tracking app helps track the particular bills and transactions that are recurring in nature or the ones that keep coming every once in a while. This feature will particularly focus on keeping track of recurring or repeated expenses, bills, invoices, and checks.

# **Problem Solving**

We made a simple expense tracker app in java. Our project is applicable for that wants to manage their expense’s information using computer program.

Since, people expend money, a directory is required to save all the information. Like a person’s salary is 1000 . There are 5 categories including food, transportation, entertainment, health, education. We have shown that person’s expense percentage through graph and practically we created the code on these categories.

### **Features and Methods**

The following features of java has been used in the project:

1.User Registration and Login:

-Users can create account and login in to the app.

2.Expense Logging:

-Users can record their expenses by providing details such as date, amount, category, and description.

-The app will support multiple expense categories (e.g., transportation, entertainment).

3.Budget Setting:

-Users can set monthly or weekly budgets for different expense categories.

4.Visual Reports:

-Users can generate visual reports and graphs showing spending patterns, category distribution, and budget adherence.

The following methods of java has been used in the project:

1. File handling
2. Inheritance
3. Exception handling

# **Output:**

-A functional Expense Tracker App showcasing Java programming skills.

-Enhanced problem-solving abilities and team work.

-Comprehensive user guides and documentation for user adoption.

# **Conclusion**

This report presents an introduction to Java and how Java is used to build an app and what are the tools that can be used to develop our code required needs.

This was an introduction to the main goal of our report that presented that is design and development a simple expense tracker app project .

To include, since we were set to this act, the idea of creating our own digital expense tracker app project fascinated us and we were excited to learn new skills that we would now be applying into something that actually works. It made us put all the effort into practice and see a result which we had never done before. The coding aspect of this project interested us a lot and we’re glad that we challenged ourselves to learn how to code in own time and do some hand on research. One main aspect of this project was that it was a group project and this tested us in both good and bad ways.