STIW2044: ASSIGNMENT II
(15 marks)

Build a Personal Expense Tracker App

In this assignment, you will develop a personal expense tracker application using HTML, CSS, JavaScript, and jQuery, designed for mobile apps using a WebView framework. The app will help users track their daily expenses by allowing them to add, edit, delete, and view a summary of their expenses. You will enhance the user interface using Bootstrap, CSS, or other styling frameworks and integrate a third-party JavaScript library to add additional functionality or improve the user interface.

Objectives
- Implement core functionalities using JavaScript and jQuery.
- Use Local Storage to persist data across sessions using JSON format. Students are not allowed to use Cookies and Sessions.
- Improve the user interface with Bootstrap, CSS, or other styling frameworks.
- Demonstrate your project and explain important parts of your code through a detailed video presentation.

Requirements
1. User Interface:
- Use HTML, Bootstrap, CSS, or other styling frameworks to create a responsive and user-friendly interface.
- Ensure the app is easy to navigate and visually appealing.

2. Functionality:
- Add Expense: Allow users to input the amount, date, and description of an expense.
- Edit Expense: Enable users to modify details of an existing expense.
- Delete Expense: Include functionality to remove an existing expense.
- View Summary: Implement a feature to display a summary of expenses, such as total expenses for the current month.

3. Data Management:
- Utilize Local Storage to store expense data using JSON format. You are not allowed to use a database for this project.
- Ensure data can be retrieved, updated, and deleted effectively.

4. Video Presentation (15 points):
- Record a comprehensive video explaining your application, demonstrating its features, and explaining important parts of your code.
- Discuss the code implementation in detail, including the use of Local Storage.
- Explain your design decisions and any challenges faced during development.

Submission Guidelines
- Submit the source code of your application via UUM's Online Learning (OL) platform. Additionally, submissions via a version control repository (e.g., GitHub) with a working executable mobile app file will be considered for bonus marks.
- Prepare a brief report to inform your lecturer what is available in your project (important parts or important implementations).
- Upload your video presentation to a platform like YouTube or Vimeo and provide the link in your submission.

Evaluation Criteria
- Functionality (30 points): Correct implementation of the required functionalities.
- Data Management (15 points): Effective use of Local Storage with JSON for data handling.
- User Interface (15 points): The application must be responsive and professionally styled with Bootstrap.
- Use of External Library (15 points): Appropriate selection and integration of a third-party library that significantly enhances the app.
- Code Quality (10 points): Clean, well-organized, and documented code.
- Video Presentation (15 points): Clarity, depth of explanations, and the effectiveness of the demonstration.

Bonus Marks
- Bonus (10 points): Submissions that include a GitHub repository with a working executable mobile app file and an additional implementation of a login screen using Local Storage will be eligible for additional bonus marks.