

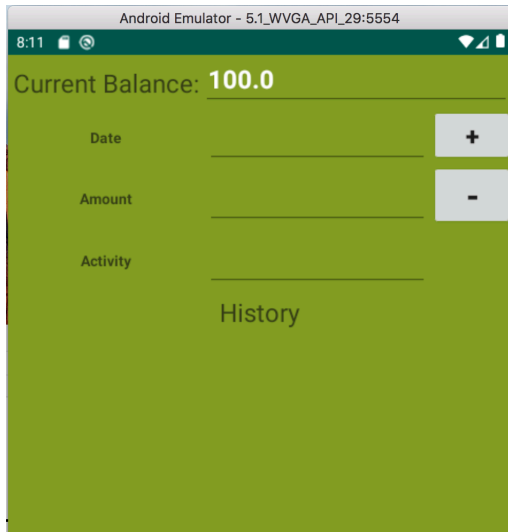
# Assignment #4 : Spending Management Application

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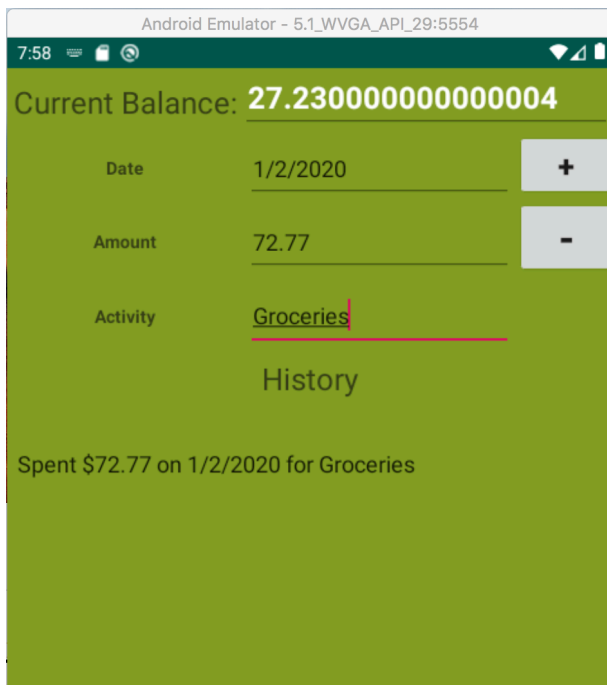
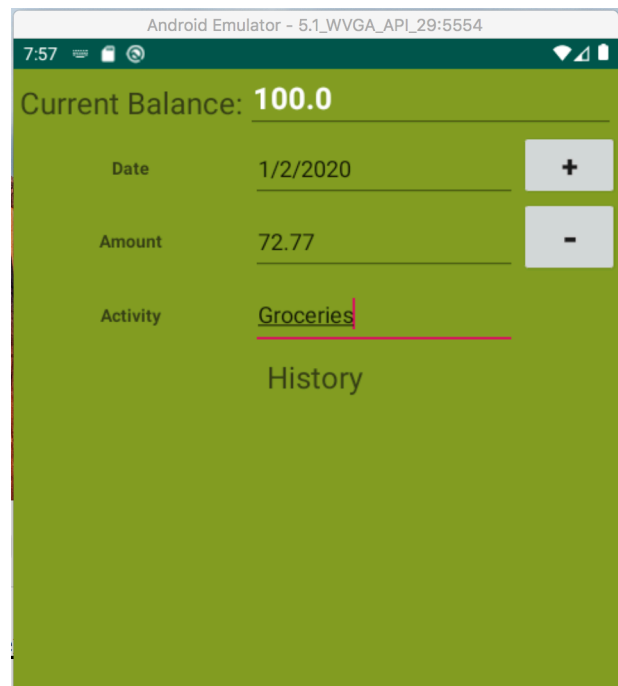
Instructor : Tung Nguyen  
TA : Tam Nguyen  
COMP 3710

## Use Case 1 : User Inputs a Spending Activity.

**Step 1:** The application shows the interface.



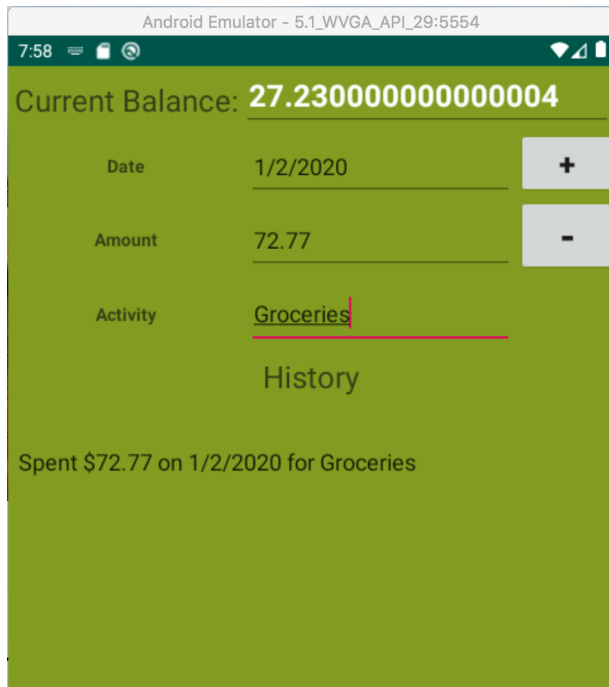
**Step 2:** The user inputs the date, amount, and activity, and clicks the “-” icon, or debit icon.



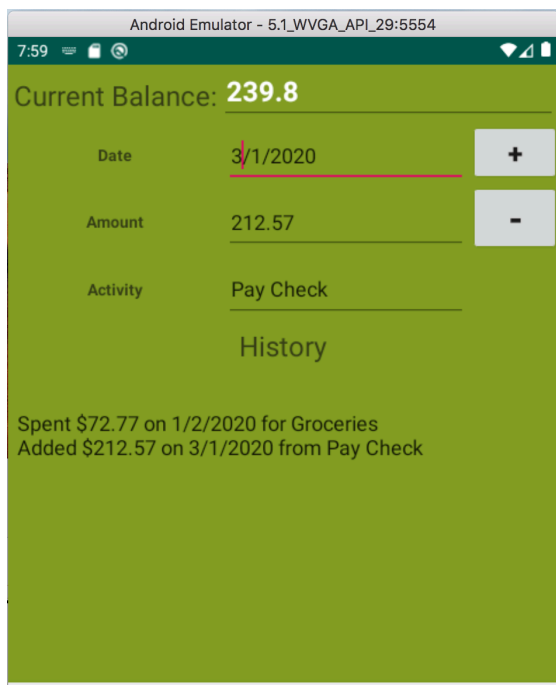
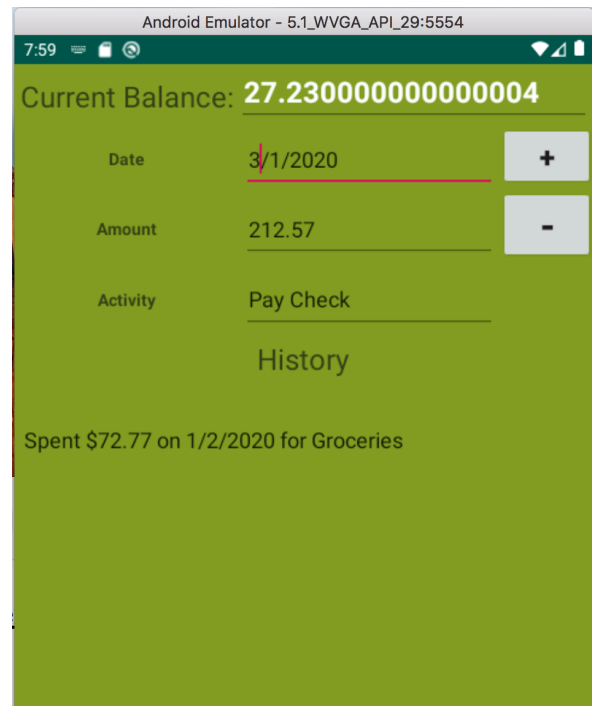
**Step 3:** The application adds and displays the input to History.

## Use Case 2 : The User Adds Money to the Account.

**Step 1:** The application shows the interface.



**Step 2:** The user inputs the date, amount, and activity, and clicks the “+” icon, or credit icon.



**Step 3:** The application adds and displays the input to History.