**Scope of Work** (SOW) - Is an agreement between an employee/contractor and employer outlining services work to be completed by the employee. SOW’s are used commonly in technology jobs and contract work.

Please submit your Scope of Work Document by Jul 2 detailing the project you plan to complete. (Make a copy and answer the questions below about your Application. You will submit with your Final Project PowerPoint/Slideshow)

**Deliverables:**

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| Describe your application in detail. What does it do? How does it work?  The Personal Expense Tracker is a console-based application developed in C++ that helps users monitor their financial activity. It allows the user to add, view, and analyze income and expenses, with a focus on simplicity and usability.  Users can: - Add a new transaction by entering a date, description, category, amount, and type (income or expense). - View a list of all transactions. - Filter transactions by category or date. - View a summary report showing total income, total expenses, and current balance.  All transactions are stored in memory using vectors, and data can be saved to and loaded from a file using C++ file I/O functionality. |

**Milestones:**

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| --- |
| **Core Features(min 3)**   1. **Add Transactions  - Users can input the date, description, category, amount, and select whether it's an income or expense.** 2. **View Transaction List  - A complete list of transactions is displayed, with options to filter by category or month.** 3. **Financial Summary Report  - A report is generated showing total income, total expenses, and the final balance.**   **Special Features -** How do you want it to work in the future after you have more time to develop the idea and your programming skills?  1. Export to CSV  - Allow users to export their data in .csv format for use in Excel or Google Sheets.  2. Monthly/Category-Based Reports  - Add analytics that summarize how much was spent or earned in each category or month.  3. Graphical User Interface (GUI)  - Replace the command-line interface with a simple GUI using a framework like Qt or ImGui. |

**Timeline:** **FINAL PROJECT & PRESENTATION: Jul 2, 2025**.