ReadMe

This was originally supposed to be a budget app where you could separate your budget into months. Each month you would be able to set a budget for essential and non-essential items. You then could add your expenses and it would subtract that from the running totals.

Due to time constraints (and a lot of bugs), I was unable to complete all of the app features, and could not include persistent storage. Although, the beginnings of persistent storage are commented out, they just don’t work in their current form.

I tested my app on an iPhone 11, but the constraints should allow you to run it on any simulator.