

Technical Report



Application for expenses and budget management

ICM – Introduction to Mobile Computing

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Aveiro, 06 de maio de 2022

Objective

The purpose of this Project is to implement a mobile app to practice the concepts of Flutter framework by exploring its UI widgets and libraries.

Application Context

The app's objective is to help users to manage its financial expenses by setting a budget and registering expenses, with the possibility to see reports according to the type of expense or time frame.

The user will be able to establish priorities for how he/she spends money to achieve financial goals, therefore registering how much money is spent and on what.

Requirements

For the solution this application aimed to achieve, it was proposed the implementation of the following features has:

- Centrally record user's expenses
- Improve financial awareness
- Provide reports on the expenses
- Provide integration with maps to locate nearby ATMs
- Allow user to register their expenses through QR code or NFC
- Safety with financial data by using fingerprint reading to access it and shake movement sensor to lock it

Architecture of implementation

Persistency: sqflite

Services:

- google_maps
- geolocator
- http

Libraries:

- fl_chart
- qr_code_scanner
- shake
- local_auth