Clean Code Development

 Reducing amount of code in void main() for better view and creating functions instead

THEN:

```
uble amount;
                                        string category, description;
38
                           int categoryChoice;
                                        cout << "Enter expense amount: ";</pre>
42
                                        if (!(cin >> amount))
                                                cout << "Invalid input for amount. Please enter a valid number.\n";</pre>
48
                                        cin.ignore();
49
                           financeManager.printExpenseCategories();
                           cout << "Choose an expense category (enter the corresponding number): ";</pre>
54
                           if (!(cin >> categoryChoice) || categoryChoice < 1 || categoryChoice > financeManager.getExpenseCategories().size())
                               cout << "Invalid category choice. Please enter a valid number.\n";</pre>
58
59
60
                           category = financeManager.getExpenseCategories()[categoryChoice - 1];
                           cin.ignore();
                                        cout << "Enter expense description: ";</pre>
                                        getline(cin, description);
66
                                        financeManager.addExpense(amount, category, description);
                                        cout << "Expense added successfully.\n";</pre>
```

NOW:

```
switch (choice)
{

//adding expence
case 1:

//adding_Expense(amount, financeManager, categoryChoice, category, d
if (retFlag == 2) break;

break;

//adding income
case 2:

//adding_income(income, incomeDescription, financeManager, retFlag);
if (retFlag == 2) break;

break;

//adding_income(income, incomeDescription, financeManager, retFlag);
if (retFlag == 2) break;

break;

//adding_income(income, incomeDescription, financeManager, retFlag);
if (retFlag == 2) break;

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//adding_income(income, incomeDescription, financeManager, ret
```

```
#void menu() { ... }

#void save_and_exit(FinanceManager& financeManager) { ... }

#void monthly_report(int& month, int& year, FinanceManager& financeManager, int

#void Balance(FinanceManager& financeManager) { ... }

#void adding_income(double& income, std::string& incomeDescription, FinanceMana

#void adding_Expense(double& amount, FinanceManager& financeManager, int& categ

#void loadUser(User& user) { ... }

#void user_creation(User& user, FinanceManager& financeManager) { ... }

#void generate_budget_plan(int& month, int& year, double& salary) { ... }

#int main()

#int main()
```

2. Explanatory variables

3. Good comments

```
//Methods add
nvarur rinancenamager::addExpense(double amount, std::string category, std::stri
                                                                                                        #include <vector>
                                                                                                       #include "User.h"
//Methods i/o and gen
                                                                                                          User user;
std::vector<Transaction> transactions;
std::vector<std::string> expenseCategories;
myoid FinanceManager::saveTransactions() {
                                                                                                             FinanceManager(User user) [ ... }
//Methods expense Catergories
                                                                                                           //Methods add
void addiscome(double amount, std::string category, std::strin
void addIncome(double amount, std::string description);
Bool FinanceManager::isCategoryValid(std::string category) { ... }
                                                                                                            //Methods i/o and gen
                                                                                                             void generate/nonthty/heport(in
void saveTransactions();
void loadTransactions();
void loadExpenseCategories();
                                                                                                                                       ort(int month, int year):
 //mathmetods
                                                                                                             const std::vector<std::string>& getExpenseCategories() const {
                                                                                                            //Methods expense Catergories
void printExpenseCategories();
                                                                                                             //mathmetods
double calculateBalance();
```

4. Error handling

```
void Budgeting::writeToCSV(const std::string& filename, const std::string& data)

{
    std::ofstream file(filename);
    if (file.is_open()) {
        file << data;
        file.close();
    }
    else {
        std::cerr << "Error: Unable to open file " << filename << " for writing." << s:
}
</pre>
```

5. Intuitive Function names and clear intension of the function/method

```
□void generate_budget_plan(int& month, int& year, double& salary)
     system("cls");
     cout << "Enter month (1-12): ";</pre>
     if (!(cin >> month))
          cout << "Invalid input for month. Please enter a valid number.\n";</pre>
     cin.ignore();
     cout << "Enter year: ";</pre>
     if (!(cin >> year))
          cout << "Invalid input for year. Please enter a valid number.\n";</pre>
     cin.ignore();
     cout << "Enter monthly salary: ";</pre>
     if (!(cin >> salary))
          cout << "Invalid input for salary. Please enter a valid number.\n";</pre>
      system("cls");
     Budgeting budget(month, year, salary);
     budget.generateBudgetPlan();
      budget.printSummary();
```