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**GitHub Username**: game2048

# Expensify

## Description

Manage your expenses directly on your smartphone. It Helps one keep track of your finances. This app allows one to record your expenses easily. Optionally you can assign a category to your

expense in order to get detailed statistics and helpful insights and plan your budget.

## Intended User

This app is for anyone who would like to manage their expenses and keep a check on their spending habits. This can range from kids (who want to save their pocket money) or salaried employees.

## Features

List the main features of your app. For example:
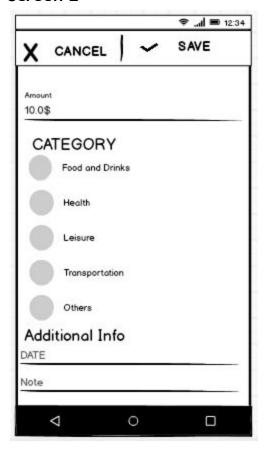- Saves Expenses.
- Shows All Expenses.
- Show Statistics.

## User Interface Mocks

These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.
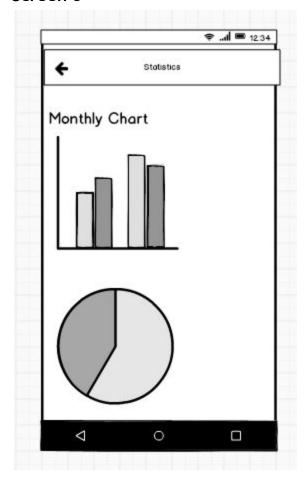
## Screen 1

## Screen 2

**Screen 3**



# Key Considerations

**How will your app handle data persistence?**

We will be building our own Content Provider for CRUD operations.

**Describe any corner cases in the UX.**

Only Decimal numbers allowed in text box intended for entering amount spent.
Error Handling in case of Database operations.

**Describe any libraries you'll be using and share your reasoning for including them.**

PhilJay library for creating charts, which shows graphical representation of your spending habits.

**Describe how you will implement Google Play Services.**

NA

# Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and decompose them into tangible technical tasks that you can complete incrementally until you have a finished app.

## Task 1: Project Setup

1.Create Content provider for saving the data in the db.
2. Create Utility methods.

## Task 2: Implement UI for Each Activity and Fragment

List the subtasks. For example:
- Build UI for listing the Expense
- Build Detailed page for creating the expense

## Task 3: Your Next Task

Handle Error Cases.
Create Build Variant for Paid/Free.

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