

How to Use this Template

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Submission Instructions

1. After you’ve completed all the sections, download this document as a PDF [File → Download as PDF]
2. Create a new GitHub repo for the capstone. Name it “**Capstone Project**”
3. Add this document to your repo. Make sure it’s named “**Capstone_Stage1.pdf**”

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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

The image shows a mobile application interface for recording an expense. At the top, there is a status bar with a Wi-Fi icon, cellular signal bars, a battery icon, and the time 12:34. Below the status bar is a header bar with a large 'X' icon for 'CANCEL' on the left and a checkmark icon for 'SAVE' on the right, separated by a vertical line. The main content area contains a form with the following elements: a label 'Amount' above a text input field containing '10.0\$'; a section header 'CATEGORY' above a list of five radio button options: 'Food and Drinks', 'Health', 'Leisure', 'Transportation', and 'Others'; a section header 'Additional Info' above a 'DATE' label and a text input field, and a 'Note' label and a text input field. At the bottom of the screen is a black navigation bar with three white icons: a back arrow, a circle, and a square.

Amount
10.0\$

CATEGORY

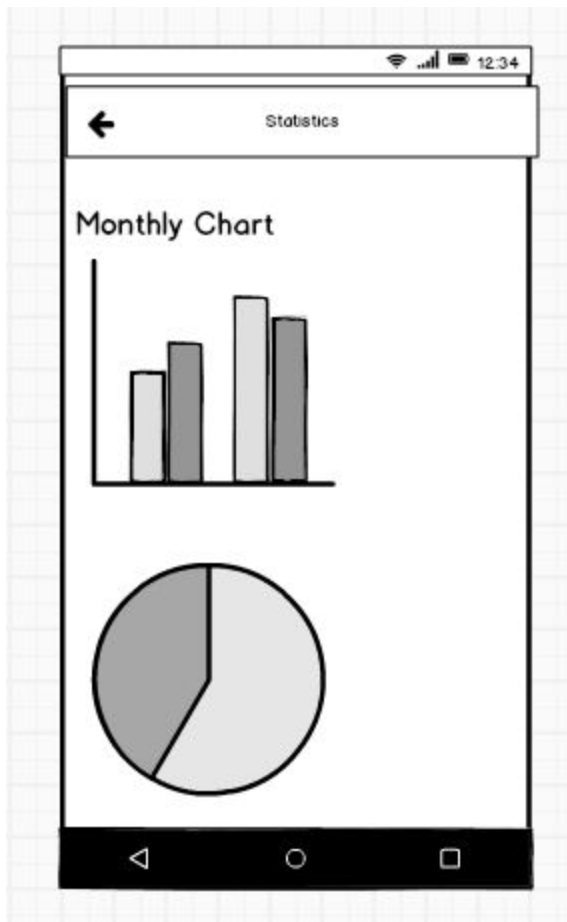
- ☐ Food and Drinks
- ☐ Health
- ☐ Leisure
- ☐ Transportation
- ☐ Others

Additional Info

DATE

Note

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.

Will be adding Widget for displaying the expenditure.

Will be adding Google Ads and Google drive option for backup.

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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