

```
<!DOCTYPE html>
<html>
<head>
    <title>Program Intro</title>
    <style>
        body {
            font-family: Verdana, Times New Roman;
            text-align: center;
            margin-top: 100px;
        }
        .screen {
            display: none;
        }
        .active {
            display: block;
        }
        button {
            padding: 10px 20px;
            font-size: 16px;
            cursor: pointer;
            margin: 5px;
        }
        input {
            padding: 5px;
            font-size: 16px;
        }
        .fade {
            opacity: 0;
            transition: opacity 0.8s ease-in-out;
        }
        .fade.show {
            opacity: 1;
        }
    </style>
</head>
<body>
    <!-- ===== INTRO SCREEN ===== -->
    <div id="intro" class="screen active">
        <h2>Welcome, user!</h2>
        <p>Curious?</p>
    </div>
</body>
```

```
<button onclick="showTitle()">Continue?</button>
</div>

<!-- ===== TITLE SCREEN ===== -->

<div id="title" class="screen">
  <h1>ADELoan</h1>
  <p>No need to spend any more money on notepads.</p>
  <button onclick="showMoneyInput()">Let's get Started</button>
</div>

<!-- ===== ASK CURRENT MONEY ===== -->

<div id="moneyScreen" class="screen">
  <p>How much you got in the bank?</p>
  <input type="number" id="money" placeholder="Enter amount">
  <br><br>
  <button onclick="submitMoney()">Submit</button>
  <p id="moneyOutput"></p>
</div>

<!-- ===== START / USER INPUT SCREEN (USERNAME) ===== -->

<div id="start" class="screen">
  <p>Enter username? (Y/N)</p>
  <input type="radio" name="choice" onclick="showInput()"> Yes
  <input type="radio" name="choice" onclick="askAgain()"> No
  <br><br>
  <div id="usernameDiv" style="display:none;">
    <input type="text" id="username" placeholder="Enter your name">
    <br><br>
    <button onclick="submitUsername()">Submit</button>
  </div>
  <p id="output"></p>
  <button id="menuBtn" onclick="goToMenu()" style="display:none;">Show Menu</button>
</div>

<!-- ===== MAIN MENU SCREEN ===== -->

<div id="menuScreen" class="screen">
  <h2>Main Menu</h2>
  <p id="welcomeMsg"></p>
  <button onclick="openFeature('feature1')">Loans</button>
  <button onclick="openFeature('feature2')">Purchases</button>
</div>

<!-- ===== FEATURE SCREENS ===== -->

<div id="feature1" class="screen">
  <h2>Any recent loans?</h2>
  <p>*To be filled*</p>
  <...>
</div>
```

```
<button onclick="askReturn()">Finish</button>
</div>

<div id="feature2" class="screen">
  <h2>Any recent purchases?</h2>
  <p>*To be filled*</p>
  <button onclick="askReturn()">Finish</button>
</div>

<!-- ===== RETURN SCREEN ===== -->
<div id="returnScreen" class="screen">
  <p>Go back to Main Menu?</p>
  <button onclick="goMenu()">Yes</button>
  <button onclick="stayHere()">No</button>
</div>

<!-- ===== JAVASCRIPT ===== -->
<script>

  let currentFeature = "";
  let userMoney = 0; // store current money

  // --- SCREEN TRANSITIONS ---
  function switchScreen(hideId, showId) {
    document.getElementById(hideId).classList.remove("active");
    document.getElementById(showId).classList.add("active");
  }

  // --- INTRO & TITLE ---
  function showTitle() {
    switchScreen("intro", "title");
  }

  function showMoneyInput() {
    switchScreen("title", "moneyScreen");
  }

  // --- CURRENT MONEY ---
  function submitMoney() {
    const moneyInput = document.getElementById("money").value.trim();
    if (!moneyInput || isNaN(moneyInput) || moneyInput < 0) {
      document.getElementById("moneyOutput").textContent =
        "Please enter a valid amount. :)";
      return;
    }
    userMoney = parseFloat(moneyInput);
    document.getElementById("moneyOutput").textContent =
      "Alriggght! You currently have " + userMoney.toFixed(2) + " pesos.";
  }

  // Move to username screen after 1.2 seconds
  // -----

```

```
setTimeout(() => {
    switchScreen("moneyScreen", "start");
}, 1200);
}

// --- USER INPUT ---
function showInput() {
    document.getElementById("usernameDiv").style.display = "block";
    document.getElementById("output").textContent = "";
}

function askAgain() {
    document.getElementById("output").textContent =
        "Please enter a username to continue.";
}

function submitUsername() {
    const user = document.getElementById("username").value.trim();
    if (!user) return;
    let message;
    // Personalized greetings (hehe eme lang ma'am)
    if (user === "Levi") {
        message = "Oh, hi, Levi!";
    }
    else if (user === "Y/N") {
        message = "Y/N? I've been waiting for you...!";
    }
    else if (user === "Emma") {
        message = "Yo wsp Emma.";
    }
    else if (user === "Alexis") {
        message = "Hello, my goat";
    }
    else {
        message = "OK! Greetings, " + user + "!";
    }
    document.getElementById("output").textContent = message;
    // Show the "Show Menu" button
    document.getElementById("menuBtn").style.display = "inline-block";
    // Update menu welcome message
    document.getElementById("welcomeMsg").textContent =
        "Hey, " + user + "! You have " + userMoney.toFixed(2) + " pesos right now. What are we
doing today?";
}
}

// --- MENU & FEATURES ---
```

```
function goToMenu() {
    switchScreen("start", "menuScreen");
}

function openFeature(featureId) {
    currentFeature = featureId;
    switchScreen("menuScreen", featureId);
}

function askReturn() {
    switchScreen(currentFeature, "returnScreen");
}

function goMenu() {
    switchScreen("returnScreen", "menuScreen");
}

function stayHere() {
    switchScreen("returnScreen", currentFeature);
}

</script>
</body>
</html>

// Gin compress ko lang, ma'am, because the code is too long.
// Please run nalang on an HTML file for the full view po ^^
```

Welcome, user!

Curious?

Continue?

How much you got in the bank?

Enter amount

Submit

Enter username? (Y/N)

Yes No

Aiyanna

Submit

OK! Greetings, Aiyanna!

Show Menu

Main Menu

Hey, Aiyanna! You have 6700.00 pesos right now. What are we doing today?

Loans

Purchases

Jan.23.26

```
<!DOCTYPE html>
<html>
```

```
<head>
<title>Program Intro</title>

<style>
body {
    font-family: Verdana, Times New Roman;
    text-align: center;
    margin: 0;
    background: #f4f4f4;
    overflow: hidden;
}

.screen {
    position: absolute;
    inset: 0;
    padding-top: 100px;
    background: white;
    display: none;

    transform: translateY(-100%);
    opacity: 0;
    transition: transform 0.45s ease, opacity 0.45s ease;
    z-index: 1;
}

.screen.active { display: block; }

.screen.show {
    transform: translateY(0);
    opacity: 1;
    z-index: 3;
}

.screen.behind {
    transform: scale(0.95);
    opacity: 0.5;
    z-index: 2;
}

button {
    padding: 10px 20px;
    font-size: 16px;
    . . .
}
```

```
        cursor: pointer;
        margin: 5px;
    }

input, select {
    padding: 5px;
    font-size: 16px;
    margin: 5px;
}

ul {
    list-style: none;
    padding: 0;
}

li {
    margin: 6px 0;
}

.done {
    text-decoration: line-through;
    color: gray;
}

#navBar {
    position: fixed;
    top: 10px;
    left: 10px;
    right: 10px;
    display: flex;
    justify-content: space-between;
    z-index: 1000;
}
</style>
</head>

<body>

<div id="navBar">
    <button onclick="goBack()" id="backBtn">Back</button>
    <button onclick="goHome()">Home</button>
</div>
```

```
<!-- ===== INTRO SCREEN ===== -->
<div id="intro" class="screen active show">
  <h2>Welcome, user!</h2>
  <p>Curious?</p>
  <button onclick="navigate('title')">Continue</button>
</div>

<!-- ===== TITLE SCREEN ===== -->
<div id="title" class="screen">
  <h1>ADELoan</h1>
  <p>No need to spend any more money on notepads.</p>
  <button onclick="navigate('moneyScreen')">Let's get Started</button>
</div>

<!-- ===== ASK CURRENT MONEY ===== -->
<div id="moneyScreen" class="screen">
  <p>How much you got in the bank today?</p>
  <input type="number" id="money" placeholder="Enter amount">
  <br><br>
  <button onclick="submitMoney()">Submit</button>
  <p id="moneyOutput"></p>
</div>

<!-- ===== USERNAME ===== -->
<div id="start" class="screen">
  <p>Enter username? (Y/N)</p>
  <input type="text" id="username" placeholder="Enter your name">
  <br><br>
  <button onclick="submitUsername()">Submit</button>
  <p id="output"></p>
  <button id="menuBtn" onclick="navigate('menuScreen')" style="display:none;">
    Show Menu
  </button>
</div>

<!-- ===== MAIN MENU ===== -->
<div id="menuScreen" class="screen">
  <h2>Main Menu</h2>
  <p id="welcomeMsg"></p>
  <p>You have ₱<span id="balance"></span> pesos right now.</p>
```

```
<input type="number" id="addMoneyAmount" placeholder="Add money amount">
<button onclick="addMoney()">Add Money</button>

<br><br>
<button onclick="navigate('featureLoans')">Loans</button>
<button onclick="navigate('featurePurchases')">Purchases</button>
<button onclick="navigate('featureGoals')">Savings Goals</button>
</div>

<!-- ===== LOANS ===== -->
<div id="featureLoans" class="screen">
  <h2>Any recent loans?</h2>

  <input id="loanName" placeholder="Loan name (optional)">
  <input type="number" id="loanAmount" placeholder="Amount">
  <input type="date" id="loanDate">

  <select id="loanPayer">
    <option value="me">I need to pay</option>
    <option value="other">Someone owes me</option>
  </select>

  <br><br>
  <button onclick="addLoan()">Add</button>
  <ul id="loanList"></ul>
</div>

<!-- ===== PURCHASES ===== -->
<div id="featurePurchases" class="screen">
  <h2>Any recent purchases?</h2>

  <input id="purchaseName" placeholder="Item name (optional)">
  <input type="number" id="purchaseAmount" placeholder="Amount">

  <br><br>
  <button onclick="addPurchase()">Add</button>
  <ul id="purchaseList"></ul>
</div>

<!-- ===== SAVINGS GOALS ===== -->
<div id="featureGoals" class="screen">
  <h2>Savings Goals</h2>
```

```
<input id="goalName" placeholder="Goal name (optional)">
<input type="number" id="goalAmount" placeholder="Target amount">
<input type="date" id="goalDate">

<br><br>
<button onclick="addGoal()">Add</button>
<ul id="goalList"></ul>
</div>

<script>
let userMoney = 0;
let loans = [];
let purchases = [];
let goals = [];
let stack = ["intro"];

const current = () => stack[stack.length - 1];

function navigate(to) {
  const from = current();
  if (from === to) return;

  document.getElementById(from).classList.add("behind");
  document.getElementById(from).classList.remove("show");

  const toEl = document.getElementById(to);
  toEl.classList.add("active");

  setTimeout(() => {
    toEl.classList.add("show");
    stack.push(to);
    updateNav();
  }, 40);
}

function goBack() {
  if (stack.length <= 1) return;

  const cur = stack.pop();
  document.getElementById(cur).className = "screen";
}
```

```
const prev = current();
document.getElementById(prev).classList.add("show");
document.getElementById(prev).classList.remove("behind");

updateNav();
}

function goHome() {
    while (stack.length > 1) {
        document.getElementById(stack.pop()).className = "screen";
    }
    document.getElementById("menuScreen").classList.add("active", "show");
    stack = ["menuScreen"];
    updateNav();
}

function updateNav() {
    backBtn.disabled = stack.length <= 1;
}

function submitMoney() {
    const val = money.value;
    if (!val || val < 0) return;

    userMoney = parseFloat(val);
    moneyOutput.textContent = "Alriggght! You currently have ₦" +
    userMoney.toFixed(2) + ".";
    setTimeout(() => navigate("start"), 900);
}

function submitUsername() {
    const user = username.value.trim();
    if (!user) return;

    output.textContent = "OK! Greetings, " + user + "!";
    menuBtn.style.display = "inline-block";

    welcomeMsg.textContent = "Hey, " + user + "! What are we doing today?";
    updateBalance();
}

function updateBalance() {
    balance.textContent = userMoney.toFixed(2);
```

```
}

/* ===== ADD MONEY ===== */
function addMoney() {
    const amt = +addMoneyAmount.value;
    if (!amt) return;
    userMoney += amt;
    addMoneyAmount.value = "";
    updateBalance();
}

/* ===== LOANS ===== */
function addLoan() {
    if (!loanAmount.value || !loanDate.value) return;

    const loan = {
        name: loanName.value || "Unnamed loan",
        amount: +loanAmount.value,
        date: loanDate.value,
        payer: loanPayer.value,
        paid: false,
        applied: true
    };

    // Apply temporary balance effect
    if (loan.payer === "me") userMoney -= loan.amount;
    else userMoney += loan.amount;

    loans.push(loan);
    checkLoanDates(); // auto-check based on date
    renderLoans();
    updateBalance();
}

function toggleLoan(i) {
    const loan = loans[i];
    loan.paid = !loan.paid;

    if (loan.paid && loan.applied) {
        if (loan.payer === "me") userMoney += loan.amount;
        else userMoney -= loan.amount;
        loan.applied = false;
    }
}
```

```
        }
        renderLoans();
        updateBalance();
    }

function checkLoanDates() {
    const today = new Date().toISOString().split('T')[0];
    loans.forEach(loan => {
        if (!loan.paid && loan.date <= today) {
            toggleLoan(loans.indexOf(loan));
        }
    });
}

function renderLoans() {
    loanList.innerHTML = "";
    loans.forEach((l, i) => {
        loanList.innerHTML += `<li>
"">   <input type="checkbox" onchange="toggleLoan(${i})" ${l.paid ? "checked" :
${l.name} - ${l.amount} (Date: ${l.date})
</li>`;
    });
}

/* ===== PURCHASES ===== */
function addPurchase() {
    if (!purchaseAmount.value) return;
    userMoney -= +purchaseAmount.value;

    purchases.push({
        name: purchaseName.value || "Unnamed item",
        amount: +purchaseAmount.value
    });

    renderPurchases();
    updateBalance();
}

function renderPurchases() {
    purchaseList.innerHTML = "";
    purchases.forEach(p =>
        purchaseList.innerHTML += `<li>${p.name} - ${p.amount}</li>`
```

```

);
}

/* ===== GOALS ===== */
function addGoal() {
  goals.push({
    name: goalName.value || "Goal",
    amount: +goalAmount.value,
    date: goalDate.value,
    done: false
  });
  renderGoals();
}

function toggleGoal(i) {
  goals[i].done = !goals[i].done;
  renderGoals();
}

function renderGoals() {
  goalList.innerHTML = "";
  goals.forEach((g, i) => {
    goalList.innerHTML += `<li class="${g.done ? "done" : ""}">
"("> <input type="checkbox" onchange="toggleGoal(${i})" ${g.done ? "checked" :
"${g.name} - P${g.amount} (Target: ${g.date || "N/A"})"
</li>`;
  });
}

// Periodically auto-check loans based on date
setInterval(checkLoanDates, 60 * 1000); // every minute
</script>

```

New features!

(Back & Home buttons.)

(Adding spec. amount, savings goals, lists)

(Filling in previous features, e.g., Loans, purchases)

(Deduction and Addition when purchases/loans/amount_mone are added/subtracted)

Back Home

Main Menu

Hey, Admins! What are we doing today?
You have ₱100000.00 pesos right now.

Add money amount Add Money

Loans Purchases Savings Goals

Any recent loans?

Utang #3 3000 11/18/2026 Someone owes me

Add / i need D
pay

- Utang #1 - ₱4000 (Date: 2026-08-31)
- Utang #2 - ₱5000 (Date: 2026-04-18)
- Utang #3 - ₱3000 (Date: 2026-11-18)

Any recent purchases?

Item name (optional) Amount

Add

Bag - ₱2000

Pen - ₱5000

Pag-ibig mo (HAHA JOKE LA MA'AM) - ₱143

Can Check off when goal is accomplished and it will add to savings

Savings Goals

Ikaw po (Joke #2)

143

11/18/2026



Add

- iPad – ₱50000 (Target: 2027-11-18)
- Harry Potter book collection – ₱3000 (Target: 2026-11-18)
- Ikaw po (Joke #2) – ₱143 (Target: 2026-11-18)