

TipidTracker: A Simple Budget Manager for Students

A Python-based text program for tracking allowance, expenses, and savings habits.

Computer Science 2

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Problem Statement

Many students struggle to manage their daily or weekly allowance because they often spend money without tracking where it goes. Over time, this leads to situations where they run out of funds earlier than expected and are unable to pay for necessary school-related expenses such as transportation, snacks, project materials, or emergency needs. The lack of awareness about their spending patterns contributes to poor financial habits, including overspending, impulse buying, and failure to save.

Project Objectives

The main objective of this project is to develop a Python-based text program that allows students to record and monitor their daily allowance and expenses (daily, weekly, or monthly) in a simple and organized manner. This system aims to:

- Enable students to input expenses with details such as amount, category, and short descriptions for clarity.
- Help students visualize their financial activities by listing all recorded transactions in chronological order.
- Automatically generate a summary report that calculates total allowance received, total expenses, balance remaining, and other helpful insights like the most frequent spending category.
- Promote financial discipline by helping students become aware of their spending patterns and develop better budgeting and saving habits.

Through this system, students will be able to understand their spending habits, manage their finances better, and cultivate the value of saving. We hope that this project will be able to encourage students to develop financial discipline at an early age. Overall, the project aims to provide a practical, beginner-friendly financial tracking tool that encourages responsible money management among students.

Planned Features

This project will include several key features designed to make money tracking easy and effective. First, the program will have an *allowance recording system*, where users can input how much allowance they receive and specify whether it is daily, weekly, or monthly. Each allowance entry will be stored as a separate transaction for tracking, and multiple allowances in a week or month, such as those received from parents, relatives, or school activities, can be recorded individually.

Next, the program will include an *expense tracking system* that allows users to record spending with details such as the amount spent, category (e.g. food, transportation, school supplies, recreation), and an optional description for clarity (e.g. poster paint, ballpen). All expenses will be stored in chronological order to help users easily review how their money was spent over time.

The system will also feature a *transaction history viewer*, enabling users to view all recorded allowances and expenses in an organized format. Transactions will appear in the order they were added, giving users a clear picture of their financial activities. To make records more readable, the system may use labels or symbols such as “A” for allowance and “E” for expense.

Additionally, the program will have a *summary report* that automatically calculates total allowance received, total expenses, remaining balance, and optionally, the most frequent spending category. The summary report may display all-time totals or, in future updates, weekly or monthly totals depending what the user wants. This feature provides a clear overview of spending patterns and helps students make better financial decisions.

Finally, the program will include a *simple menu system* with a simple text-based interface. The main menu will allow users to navigate the program easily with numbered options, such as Add Allowance, Add Expense, View Transactions, View Summary, or Exit Program. This design ensures that students can access all features without prior programming knowledge, making the system both practical and accessible.

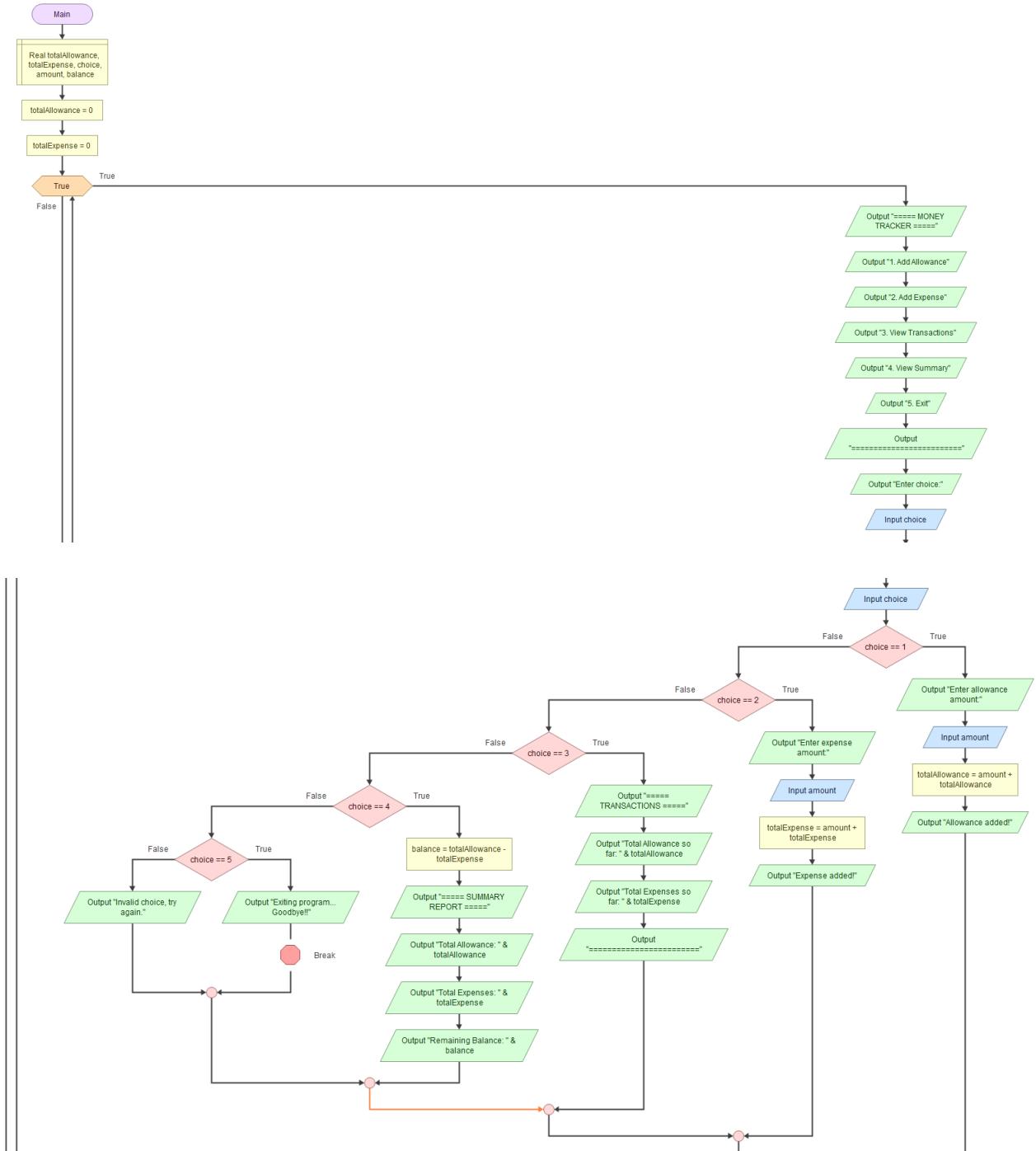
Planned Inputs and Outputs

The program will require several types of inputs from the user to function effectively. Users will enter the amount of allowance they receive and specify the frequency, whether daily, weekly, or monthly. For expenses, users will input the amount spent, select a spending category such as food, transportation, or school supplies, and optionally provide a short description of the item or service purchased. Additionally, users will interact with the program by choosing numbered menu options, such as 1 for Add Allowance, 2 for Add Expense, 3 for View Transactions, 4 for View Summary, or 5 for Exit. These inputs allow the program to record and organize financial data accurately while giving users control over their interactions with the system.

Based on these inputs, the program will generate several types of outputs to help users manage their finances. After adding an allowance or expense, the program will display confirmation messages to ensure that the entry has been successfully recorded. Users can view all transactions in a clear, chronological list that shows both allowances and expenses, helping them track how their money has been used over time. The program will also produce a summary report that calculates total allowance received, total expenses, remaining balance, and optionally highlights the most frequently used spending categories. If users enter invalid data, (e.g. numbers or negative values) the program will display error messages to prompt correction.

Logic Plan

To show the basic flow of our program, we chose to do so using Flowgorithm, which is given below:



GitHub link: https://github.com/jbcelestino/AA_CompSci

References

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