BudgetMe Documentation

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1 Overview

BudgetMe is a light web app capable of tracking a user's purchases by storing them in a database. Through the user dashboard, the user can see useful metrics displayed with charts relating to his purchases.

2 System Requirements

- Python 3.8+
- Pip (usually installed with Python 3.8)
  - pip install Flask
  - pip install Flask-Session

Figure 1: Flask Logo

3 Installation

1. Visit github.com/jonathanzhang53/cs50x_final_project for the source code.
2. Create a clone of the project using Git on your local machine.
3. Open a terminal in the project's root folder.
4. Execute flask run.

4   Usage

1. Register for an account at the top right.

2. Enter valid registration credentials.

3. Log into your account.

4. Once logged in, add a purchase by selecting "Add Purchase" on the navbar. Edit a purchase that has a date from the past month by selecting "Edit Purchase."

5. Visit the dashboard by clicking "BudgetMe" at the top left. The dashboard will display all past purchases and two charts. One doughnut chart will show the amount the user spends in each spending category, and the other will show the amount the user spends using each spending method.[1]

5   Production Details

The database 'budget.db' comes with preloaded data and one registered user with username 'a' and password 'a'.

6   Final Notes

This project was made as a culmination of CS50x, the public Introduction to Computer Science course offered through edX by Harvard University. Much of the software skeleton is adapted from the final problem set's distribution code.

The GitHub repository will not be maintained in the future except for experimental/learning purposes by me (Jonathan Zhang).

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[1]Chart.js used to generate charts