

ExpenseFlow-Expense tracking application

Objective:

- To simplify expense tracking and budget management for users of all financial backgrounds.
- To empower users with data-driven insights, promoting smart spending habits and financial discipline.
- To provide a secure and user-friendly platform for efficient financial management and planning.

Project overview:

ExpenseFlow is a powerful expense tracking application meticulously crafted using Flutter and Dart, with a sleek and intuitive UI designed in Figma. This innovative app is engineered to revolutionize financial management, empowering users to take charge of their finances seamlessly and efficiently.

The problem:

There are not so many free applications available either on the Google play store or the apple app store that can keep the track of expenses and display them in the form of bar graphs and all.

Importance of expense tracking:

Key features:

- ❖ **Effortless Expense Tracking:** Easily log and categorize daily expenses, providing a comprehensive overview of spending patterns.
- ❖ **Intuitive User Interface:** Benefit from a visually appealing and user-friendly interface, designed with precision using Figma, ensuring a delightful user experience.
- ❖ **Real-time Budget Management:** Set personalized budgets for different categories and receive instant updates on expenditure to maintain financial goals.
- ❖ **Insightful Data Visualization:** Analyze spending behaviors with visually appealing graphs and insightful reports, aiding informed financial decision-making.
- ❖ **Smart Notifications for Financial Control:** Receive intelligent notifications to stay within budget, fostering responsible spending habits and financial discipline.
- ❖ **Multi-Platform Accessibility:** Seamlessly access ExpenseFlow across various devices, ensuring convenience and flexibility in managing finances on the go.
- ❖ **Graphical representation:** Displaying the user's expenditure in the form of graphs.

Technologies used:

- Synopsis B.Tech.(CSE-AIML, SEMESTER- 3)AY-2023-24

- ❖ Flutter: To build the cross platform application so that it can run on both android and ios.
- ❖ Figma: To design the user interface(ui) of the application.
- ❖ Sql lite(for mobile devices)

Requirements:

1) For android:

- An android device running on android version 10.0 or other.
- A processor similar to or better than the Qualcomm snapdragon 710.

2) For ios:

An ios device running on ios 13.0 or later.