**Assignment 4-1: My monthly budgeting app:**

Write an interactive application that is supposed to calculate the total amount of monthly expenses and determine whether the user has a healthy spending habit (he/she spends less than earned income per month) or bad spending habits (he/she spends more than earned income per month) based on provide monthly income from the user and inputted expenses. After that display the difference between total monthly spending and total monthly earnings to determine whether the user will have either a positive or negative amount by the end of the month. In addition, project the statistics to show yearly income vs. yearly spending (based on the monthly amounts respectively). Do not forget to include interactive messages throughout your program as well as creation of object’s class and respective test class.

**Assignment 4-1:**

*Positive outcome:*

Text

Description automatically generated

*Negative outcome:*

*Text

Description automatically generated*

In this program I have used the knowledge of conditional if/else statements, as well as mechanics of basic infinite loops structures. While the program itself is not complicated, it provides a good practice for taking an input from the user x-number of times before the user want to finish the execution by breaking out of the loop. It also incorporates if/else conditional in order to make a decision based on provided inputs.