

Financial Management Application for UTM CSCI 352 Fall 2017

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Abstract

This project is an application which allows a user to view and manage financial accounts and budgets. The program will initially use, as a basis, the factory method pattern to generate and edit instances of accounts and budgets. Target audience for this application includes any persons looking to better manage their finances.

1. Introduction

Everyone likes to save money. Having a simple and intuitive application to manage one's finances would make this much easier. This application intends to serve that purpose by giving the user the tools needed to achieve this goal.

A section to keep track of accounts and balances is to be implemented, allowing a user to view this information and add/remove accounts with possible customizations.

Another section for budget creation and editing is also to be implemented.

1.1. Background

This project derived from the demand for better money management and closely matches the type of design patterns covered in CSCI352.

1.2. Challenges

Possible challenges for this project include implementing graphical components and managing information's security within the application.

2. Scope

Our project aims to develop a simple, operable program in which users can securely and easily manage their finances. When we have fully implemented account and budget functionality along with some aesthetic aids and security measures, the project will be at completion.

Additional goals for this project include bank account integration and the inclusion of investment features.

2.1. Design Patterns Used

This application will use the Factory Method pattern.