

IT2010 – Mobile Application Development BSc (Hons) in Information Technology 2nd Year Faculty of Computing SLIIT

2025 – Lab Exam 03 Report

Student ID		IT23437852
Batch		WD 7.2
Marking Guide		
1.	Functionality: How well the core	4
	and bonus features are	
	implemented	
2.	Creativity & Usability: Clean and	2
	intuitive UI/UX design	
3.	Validation & Error Handling:	2
	Proper input validation, error	
	handling, and user feedback	
	implementation	
4.	Data Persistence: Proper use of	2
	SharedPreferences and Internal	
	Storage	
	Total Marks	10
Evaluator		

Description:

Financial Management Tracker App

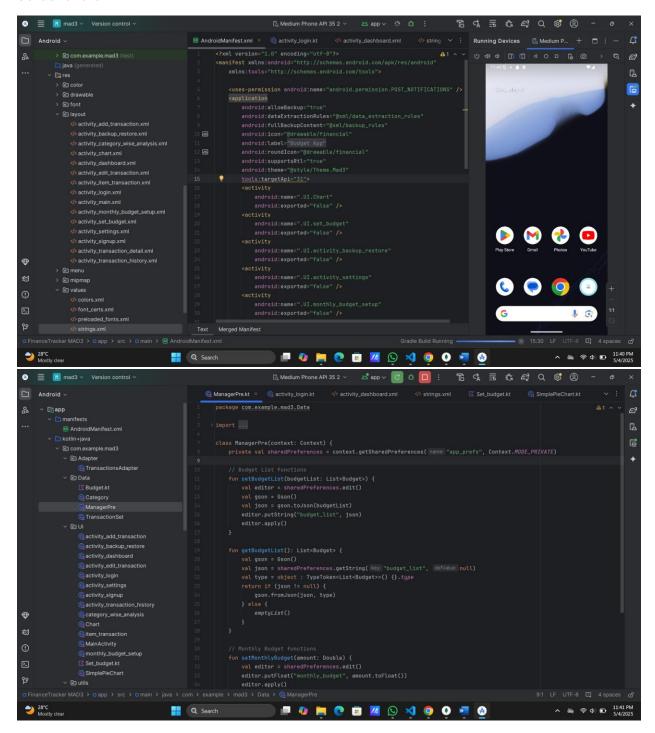
I have developed a *Financial Management Tracker App* aimed at helping users manage their personal finances effectively through a simple and user-friendly mobile interface.

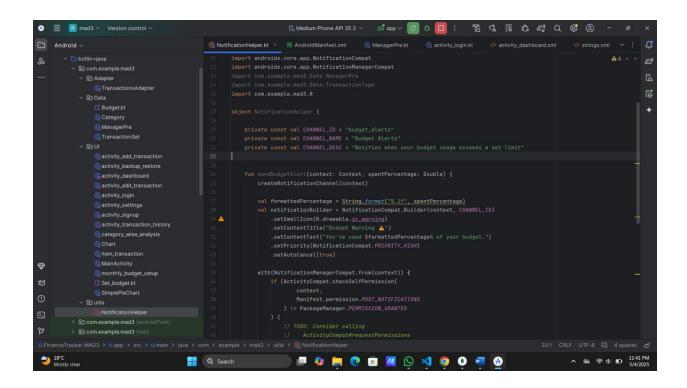
The functionality of the app includes:

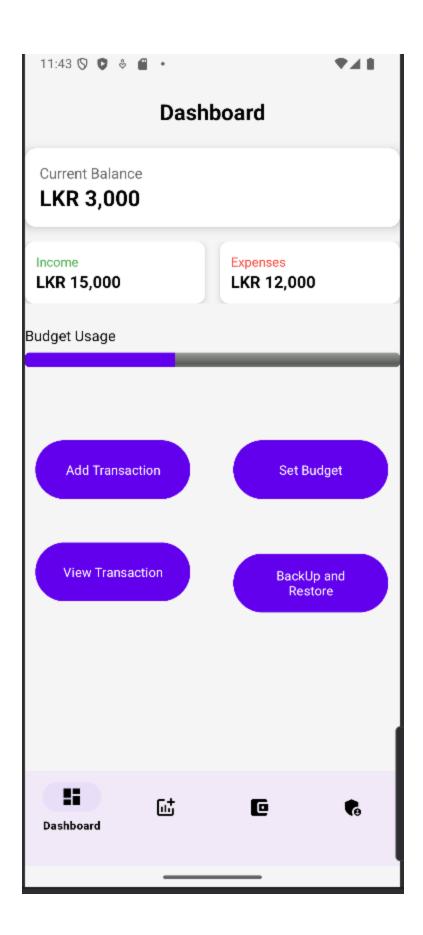
- Adding Income and Expenses: Users can input their earnings and expenditures, which are stored and categorized.
- **Budget Setting and Balance Tracking:** Users can set a monthly budget limit, and the app automatically calculates and displays the remaining balance in real time.
- Expense Analysis with Pie Chart: A visual representation of spending categories is provided through a dynamic pie chart, enabling users to better understand their spending habits.
- User Authentication: A login system ensures that user data is secure and personalized.
- **Budget Exceed Notification:** The app sends a notification alert when expenses exceed the set budget, helping users stay within financial limits.

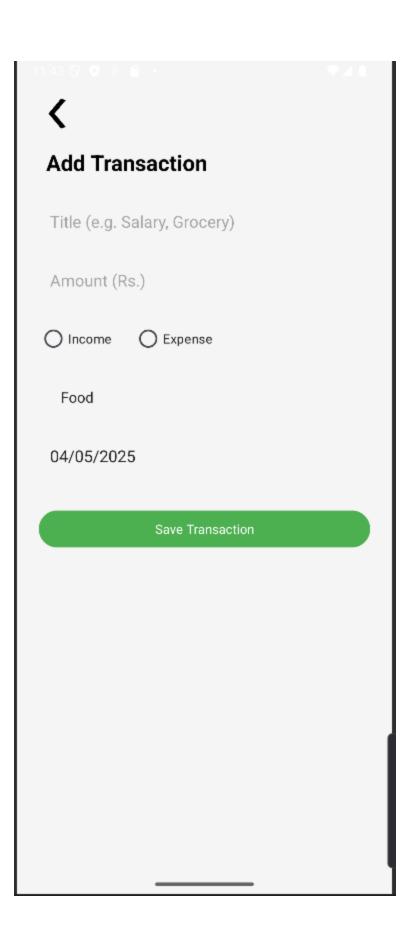
This project demonstrates practical implementation of core Android development concepts including data storage, real-time calculations, visual data representation, user authentication, and notification handling. The application is designed to enhance financial awareness and support better budgeting decisions for users.

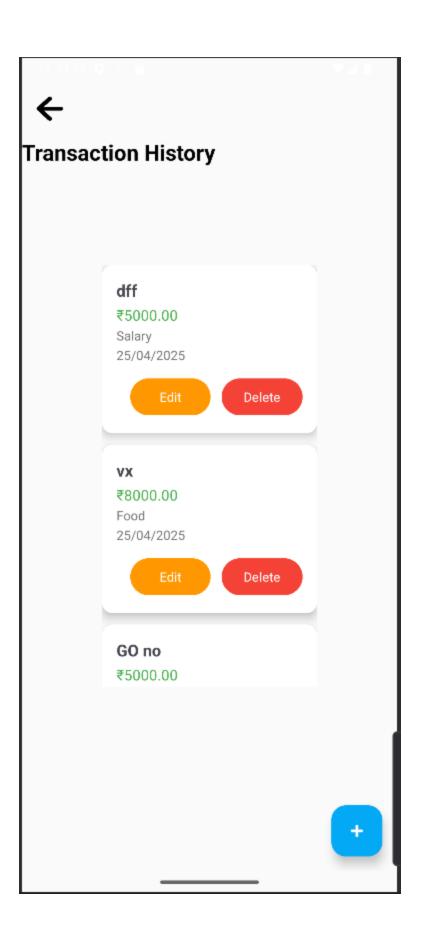
Screenshots:

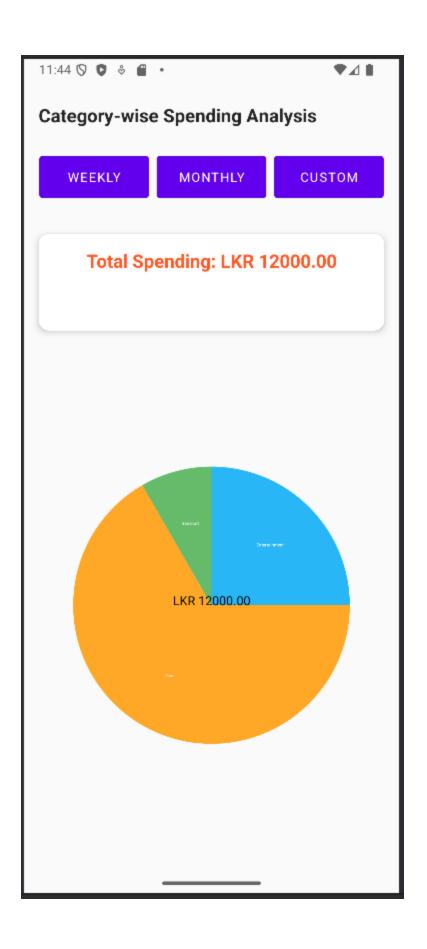


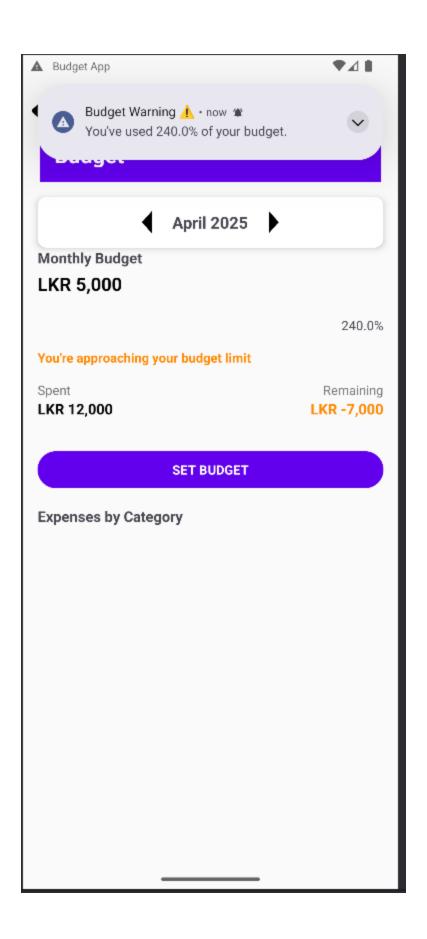


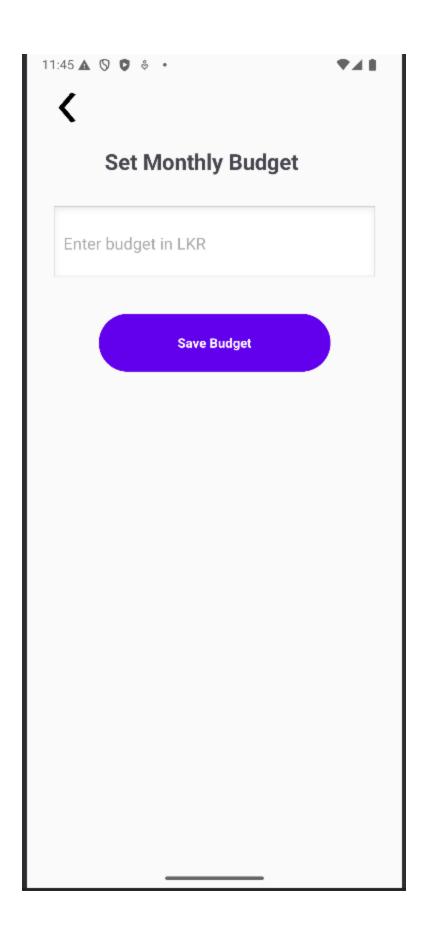


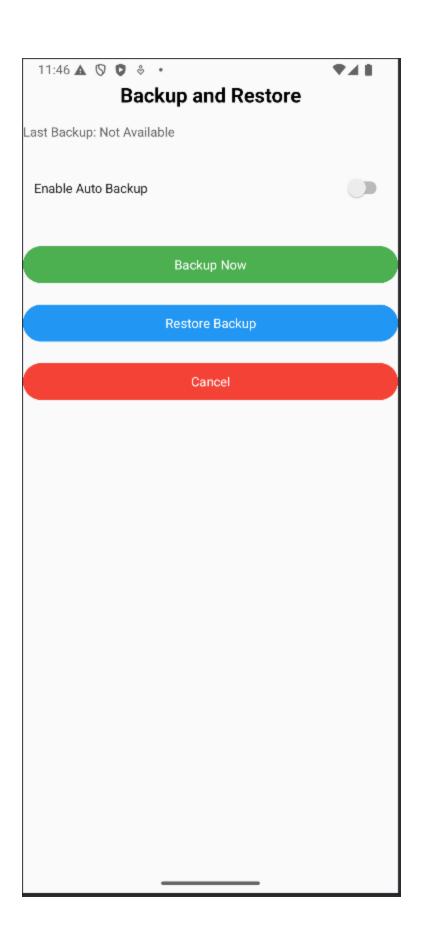












Content of xml files of Strings and Colors:

Strings

