

CarpeDime

A Hack Arizona 2017 project by Victor Gomes, Michelle Monteith, and Griffin Stiller.

carpedime.net

About

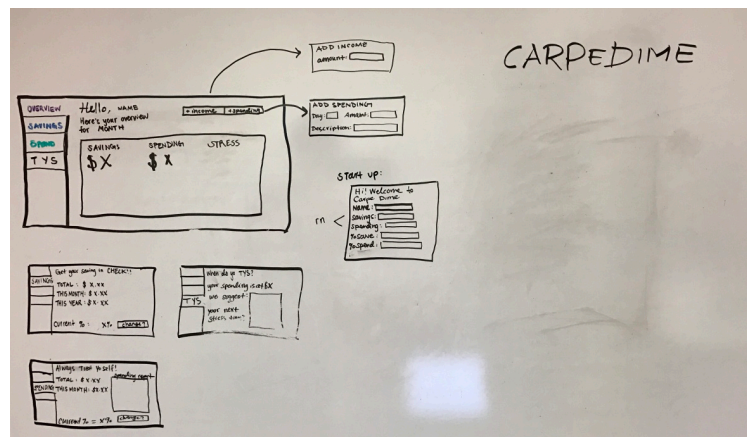
CarpeDime is a money management app designed for college students. It keeps track of how much is being spent, saved, and calculates when it's time to Treat Yo'self. Being in college is an incredibly stressful financial time, and we wanted to emphasize the importance of saving while still being able to have some fun and spend every now and then.

The user sets a percentage for how much of their income they want put towards monthly savings and spending. CarpeDime makes suggestions on when and how to Treat Themselves based on how long it's been since their last transaction. At the end of each month, the user receives a monthly report on how they spent their money, and how much they saved.

Work Process

The app started off as a calendar where students could put in test days, due dates, and calculate high stress times and create the basis for when to Treat Yo'self off of that. After assessing our skills and time limit, we scaled it down to this version of CarpeDime.

We began by outlining the classes and methods we'd need, and went to work. When it came to creating the GUI, none of us had experience with it, but decided to take a leap and see what we could do before time was up. As our GUI ended up not working properly, we hardcoded in some values to exemplify our ideas.



creating a layout for the GUI

Implementation

We created three classes: User.java, Spending.java, and SpendingList.java. User.java creates a User object which holds all relevant data on how the user wants their money split up and their running totals. It also uses SpendingList.java, a doubly-linked list, to track all their spending for each month. Spending.java is the object held by each list node, this class allows the user to store some information like transaction amount, when, and what they spent money on.