### **Design Documentation – Spending Manager**

This software is used to manage spending in our daily lives. Software consists of two views:

Balance:

Current Balance: \$2522.15

Balance shows how much balance you have.

### History

# History Added \$2522.15 on 3/20/2020 for from Salary

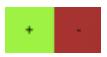
History shows log of the persons spending. It concatenates input with built in string to make a sentence.

### Three inputs:

Enter Date Enter Price Enter Item

Inputs take in date, price, and Item.

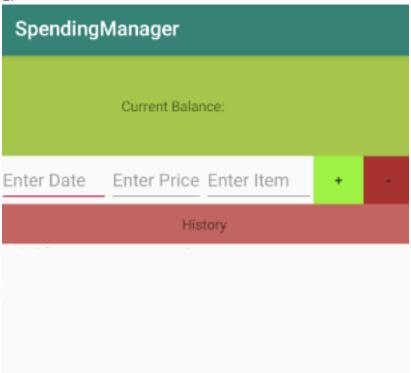
And finally, two buttons:



Buttons add or subtract depending on gaining balance or losing balance.

# Example of Use Case:

1.



Prior to person adding the salary. Person starts with 0 with no History.

2.



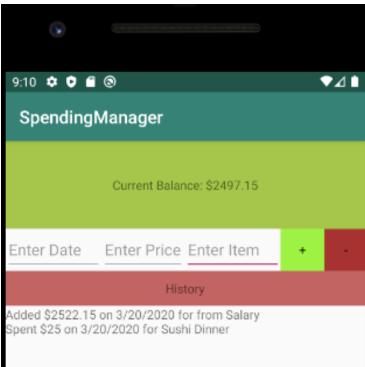
After person has input their salary in and clicks +. It adds it to his balance and puts in the history.

3.

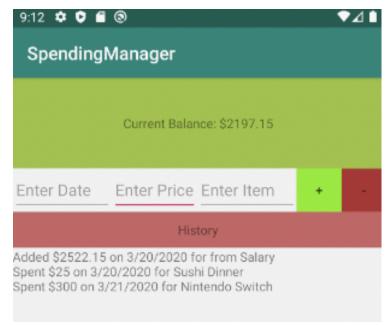


In the case of subtracting from balance, the person enters a sushi dinner for \$25 on 3/20/2020

4.

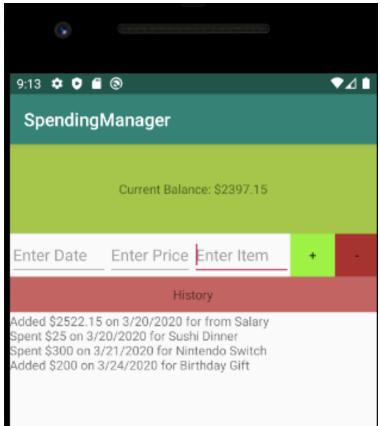


Which subtracts from the balance and shows the log in the history section.



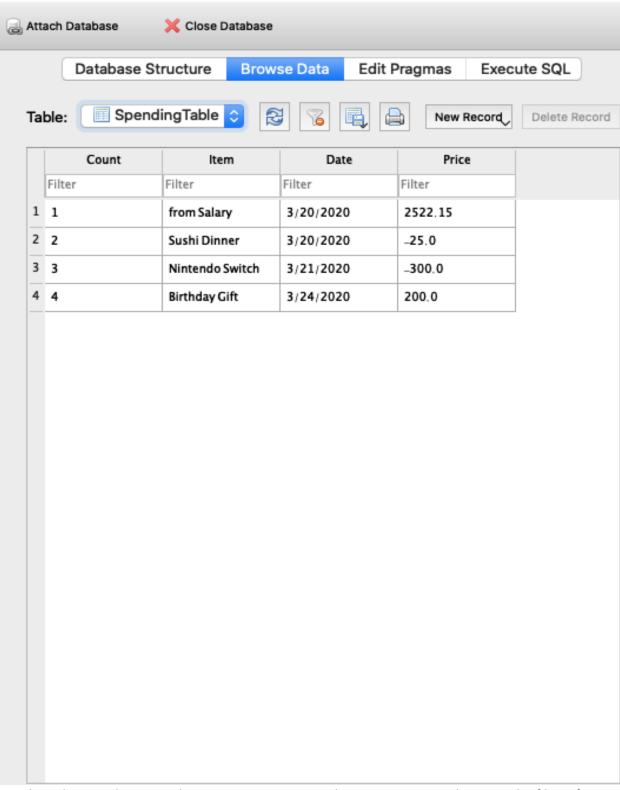
Spent another \$300 on purchase, notice balance is 2197.15 now.

6.



Case where received \$200 from birthday gift, it has been added and shown on the log again.

# Database Design:



Database has 4 columns with Count, Item, Date, and Price. Count is to keep track of list of history and item, date, and price is given by the input of the user.

## Full User Interface:

