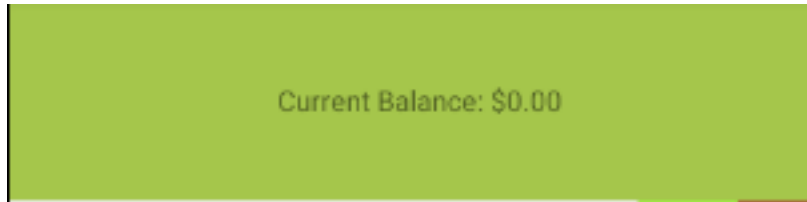


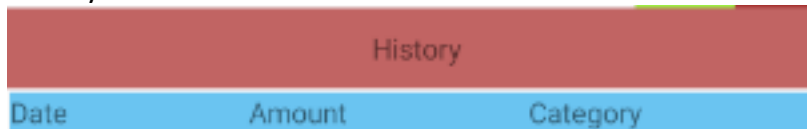
Spending Manager Table Design Documentation

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

Balance:



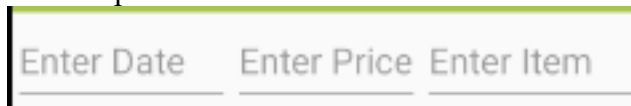
History:



History		
Date	Amount	Category

History shows log of the persons spending. It takes in input and distribute it to the correct table row.

Three inputs:



<input type="text"/>	<input type="text"/>	<input type="text"/>
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Inputs take in date, price, and Item

And finally, two buttons:



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

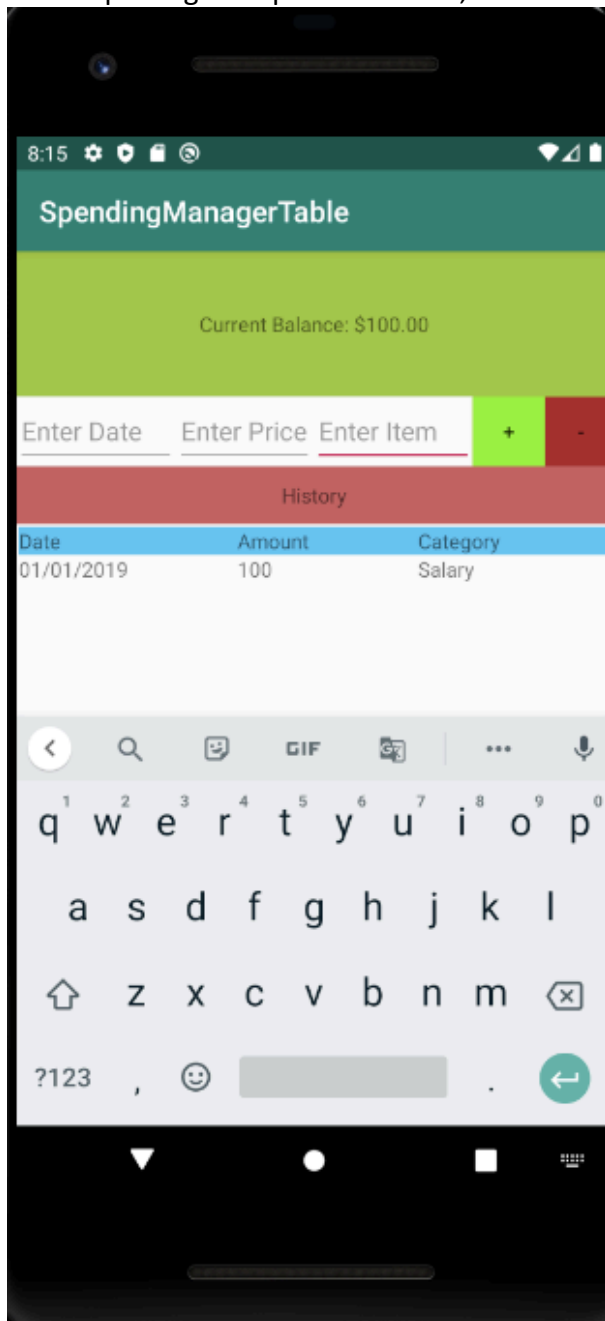
Example of Use case:

You start off with empty table with no balance.

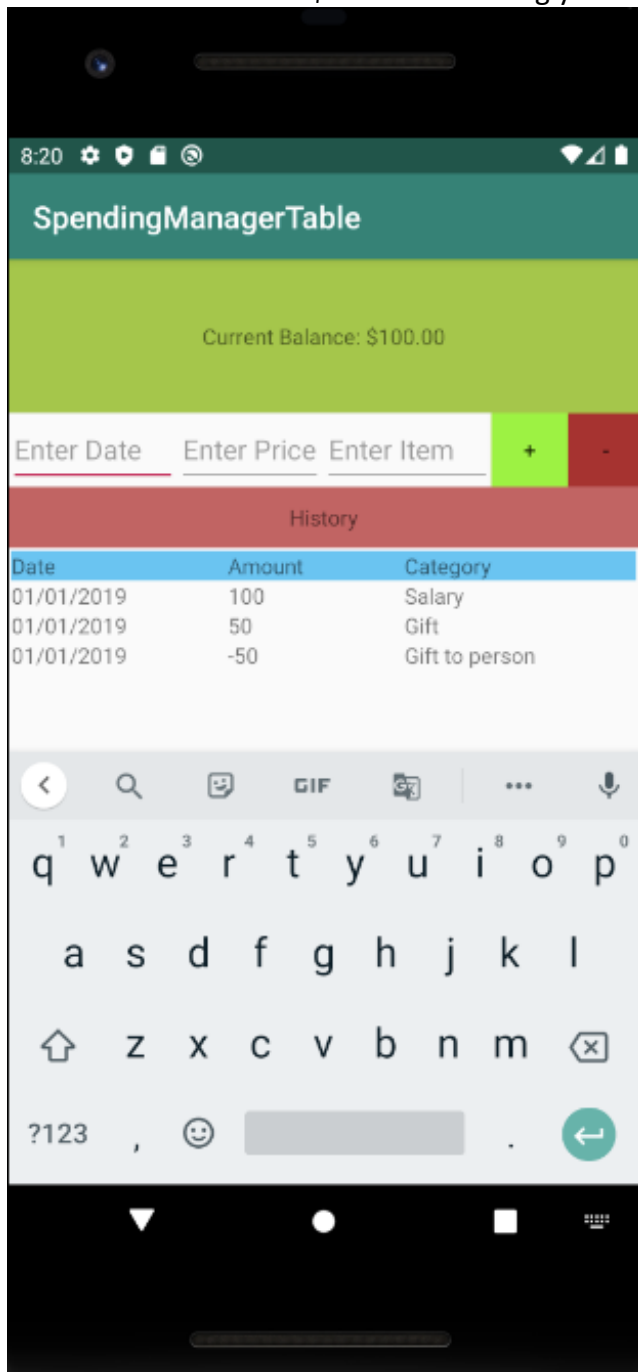
The screenshot shows a mobile application interface for managing spending. At the top, the status bar displays the time 8:14 and various icons. The app title 'SpendingManagerTable' is in a teal header. Below it, a green box shows 'Current Balance: \$0.00'. A white input area contains three fields: 'Enter Date', 'Enter Price', and 'Enter Item', followed by a green '+' button and a red '-' button. Below this is a red 'History' section header. A table with three columns: 'Date', 'Amount', and 'Category' is shown below the header. The table body is empty. The bottom of the screen shows the Android navigation bar.

Date	Amount	Category
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After inputting date price and item, it enters it into the table.



It can add and subtract with received cash as gift and giving the cash to another person as gift. Current balance shows \$100.00 accordingly. Since it added 50 and subtracted 50 again.



The screenshot shows a mobile application interface for managing spending. At the top, the title 'SpendingManagerTable' is displayed. Below the title, a green bar indicates the 'Current Balance: \$100.00'. Underneath, there are input fields for 'Enter Date', 'Enter Price', and 'Enter Item', followed by a green '+' button and a red '-' button. Below these is a 'History' section containing a table of transactions. The table has three columns: 'Date', 'Amount', and 'Category'. The data rows show a salary of 100, a gift of 50, and a gift to a person of -50, all dated 01/01/2019. At the bottom, a standard Android keyboard is visible.

Date	Amount	Category
01/01/2019	100	Salary
01/01/2019	50	Gift
01/01/2019	-50	Gift to person

Example of entering input to the empty field:

8:20

SpendingManagerTable

Current Balance: \$100.00

02/01/2019	100.00	Salary	+	-
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History

Date	Amount	Category
01/01/2019	100	Salary
01/01/2019	50	Gift
01/01/2019	-50	Gift to person

Salary | Salary's | Salarying

q w e r t y u i o p
a s d f g h j k l
z x c v b n m
?123 , .

Complete View of spending manager table after inputting more cases:

The screenshot shows a mobile application interface for a spending manager. At the top, the status bar displays the time 8:22 and various icons. The app title 'SpendingManagerTable' is in a teal header. Below it, a green box shows the 'Current Balance: \$99.99'. A form for adding new entries has three fields: 'Enter Date', 'Enter Price', and 'Enter Item', followed by a green '+' button and a red '-' button. Below the form is a red 'History' header. A table lists transactions with columns 'Date', 'Amount', and 'Category'. The table contains six rows of data. At the bottom, there is a search bar with icons for back, search, GIF, voice, and more, and a QWERTY keyboard is visible.

Date	Amount	Category
01/01/2019	100	Salary
01/01/2019	50	Gift
01/01/2019	-50	Gift to person
02/01/2019	100	Salary
02/14/2019	-50.01	Valentine date
4/10/2020	-50	New Game

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.

	Count	Item	Date	Price
	Filter	Filter	Filter	Filter
1	1	Salary	01/01/2019	100.0
2	2	Gift	01/01/2019	50.0
3	3	Gift to person	01/01/2019	-50.0
4	4	Salary	02/01/2019	100.0
5	5	Valentine date	02/14/2019	-50.01
6	6	New Game	4/10/2020	-50.0