NETB380 Programming Practice

F74234

F….

F……

Variant 5: Expense Manager

# Program description

Using C++/Qt implement a program that helps in creation of expense reports and expense statistics for managing daily/monthly/yearly expenses. The program must be able to take as input the persons expenses and to create and arrange the different reports.

The program must have the following features:

1. GUI that allows:
   1. The user to put his expenses.
   2. The user to assign his query.
      1. For e.g.:
         1. Create report for monthly expenses for 2020.
         2. Create report for daily expenses at “02.11.2020”.
2. Create daily/monthly/yearly reports based on the user query and the available data into the database.
3. Full database support for the data needed to create the reports based on the persons expenses. DBMS must be PostgreSQL.

Content

[Program description 2](#_Toc63412504)

[Overview of the solution 4](#_Toc63412505)

[GUI Layer 5](#_Toc63412506)

[Event Dispatcher 6](#_Toc63412507)

[Intermediate 7](#_Toc63412508)

[DB Wrapper 8](#_Toc63412509)

# Overview of the solution

Our approach is to divide the software into three layers. This will allow us to have good interoperability between different databases and keep the same logic. There are three main layers: GUI, Intermediate and DB Wrapper. All of the layers are containing breakdown with different classes.

GUI layer is consisted with all graphical user interface objects such as windows, buttons and all user visible part of the program.

Intermediate layer will handle requests to the database from GUI objects. It will also contain the logic necessary to process user provided data to the relevant input data for the different DB API’s.

DB Wrapper will provide generalized API’s to the DB. Connection to the database will be handled by this layer.

Between Intermediate and GUI layers we have one abstract layer that will be called Event Dispatcher. This layer will be used to make connection between GUI objects and their actions and the Intermediate layer that will forward or receive data from DB to achieve the desired action. Furthermore, this layer will take advantage of the integrate signal-slot system of Qt framework.



# GUI Layer

This layer will be consisted with every possible graphical user interface object or as we have said earlier will contain all visible part of the program for the user. It will provide to the user the possibility to interact with the program by either forwarding inputs or by displaying outputs to the user. In addition to that every GUI specific logic will be handled by its class. This means all input validations, all data population depending on the widgets inside and all data display logic. This will permit us to easily add or remove or modify specific functionality.

Every GUI object that needs data from DB will inherit the base class “**EP\_BaseClass\_GUI\_ReportMain**”. This will permit us to interact with the Intermediate layer without direct connection. Event dispatcher will provide signals definitions that will be connected to the specific GUI object slots if needed.

All of the different GUI objects are appearing or closing depending on the user desire/action.

For e.g the program always starts by showing ep\_main class object and from this point the user can go to:

* DB connection settings window
* Registration window
* Simply log-in into program by providing Log-in data and pressing Log-in button.

Into this layer we have the following classes:

* ep\_add\_expense
* ep\_add\_money
* ep\_custom\_menu
* ep\_customlabel
* ep\_db\_settings
* ep\_edit
* ep\_expensetype\_customfilter
* ep\_other
* ep\_register
* ep\_show\_report
* ep\_welcome
* ep\_main

Class ep\_main

This class is representing the main window of the program. It is designed by the Qt Creator. It has the following properties:

* Layout bla blab la
* Default size: blab la

# Event Dispatcher

Event dispatcher is consisted of only one class that will be used for its signal definitions. These signals are part of the Qt framework. They will be connected to different slots from either the GUI layer or the Intermediate layer. These signals will be emitted only when specific requests need to be done. For example, database connection request when user presses connect button into the DB Settings window.

Into the program execution there will be only one event dispatcher object. This object will be passed as pointer to every new GUI object and will be used by the main object of the intermediate layer. This will permit us to use the integrate signal-slot system of Qt framework.

Every signal is well commented and also the name is self-explanatory.

# Intermediate

Intermediate layer is responsible to process GUI objects request and provide data to DB and vice versa.

Here all logic necessary to complete the request is made. For e.g. DB API for adding expense requires that the expense group id that is available into the table of expense groups and user provides only a name of the group. We also keep all additional logic for post-processing here. Intermediate layer is also responsible to extract the data from DB when user request specific report to be generated. Both intermediate layer and GUI layer are inheriting base class “**EP\_BaseClass\_GUI\_ReportMain**” which is allowing us to have connection to the same object of type Event Dispatcher and User Data.

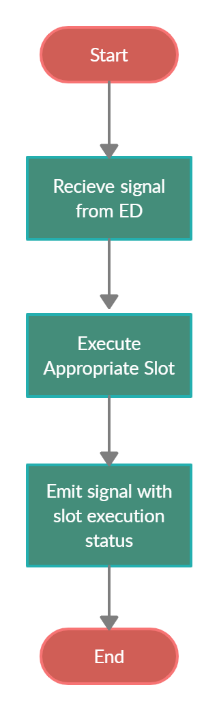
Intermediate layer is consisted of two classes:

* EP\_Report\_Main
* EP\_User\_Data

Class EP\_Report\_Main

This class is consisted mainly of public slots that are connected to Event Dispatcher signals. These signals will be emitted by the GUI objects and will be processed by the EP\_Report\_Main object. We are having only one EP\_Report\_Main object as it is sufficient to process the requests. Furthermore, we are allowing the integrated signal-slot system of Qt framework to take care about concurrency of the signals-slots executions. This system also allows us to transmit specific information from the signal to slot which is giving us the possibility to gather the data provided by the user and forward it to lower layers.

Find below chart of every slot execution of EP\_Report\_Main.



This kind of architecture is allowing us to work independently of the current state of the program and perform specific action only on request.

We have the following slots in EP\_Report\_Main:

* Main\_UI\_Slot
  + EP\_ReportMain\_GetUserLogInStatus();
* Register\_UI\_Slots
  + EP\_ReportMain\_GetUserDataRegisterStatus();
* DB\_Settings Slots
  + EP\_ReportMain\_DeployTableInCurrentDB();
  + EP\_ReportMain\_DropTableInCurrentDB();
* Welcome screen slots.
  + EP\_ReportMain\_ProcessReport(EP\_Report\_Types TypeOfReport, QList<QString> dataToProcess);
  + EP\_ReportMain\_Update\_activeUserData();
  + EP\_ReportMain\_Update\_activeUserExpGroups(int TypeOfReq);
* Edit window
  + EP\_ReportMain\_UpdateExpense(QList<QString> rowData);
* Add expense window
  + EP\_ReportMain\_AddExpense(QString nameOfExpense, QString typeOfExpense, QString amountOfExpense, QString descriptionOfExpense, QDateTime date, int ExpType);
* Internal slots
  + EP\_ReportMain\_OpenDBConnection(int idOfRequest);

All of them are providing different functionalities for the different GUI objects.

Class EP\_User\_Data

This class is consisted of several members that are holding specific user data. All of the members have setters and getters. They are consisted of:

* Registration details
* Log-in details
* Current user data from DB table “user\_accounts”
* Current user available expense groups from DB table “expense\_groups”

There are some corner cases when we are skipping ED layer and GUI objects are directly populating data into the EP\_User\_Data object. In these cases, we need to have user information before specific request to DB is made from EP\_Report\_Main. Same as EP\_Report\_Main we have only one object of type EP\_User\_Data that is created into the main part of the program. EP\_User\_Data is not inheriting EP\_BaseCLass\_GUI\_ReportMain as it is one of the objects that this base class is providing access to.

# DB Wrapper